

CONAN[®]



COVERS MICROSOFT XBOX 360™
AND PLAYSTATION® 3 COMPUTER
ENTERTAINMENT SYSTEM

BASED ON A GAME
RATED BY THE
ESRB

MATURE 17+
M



paradox
entertainment



www.thq.com

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CONAN®

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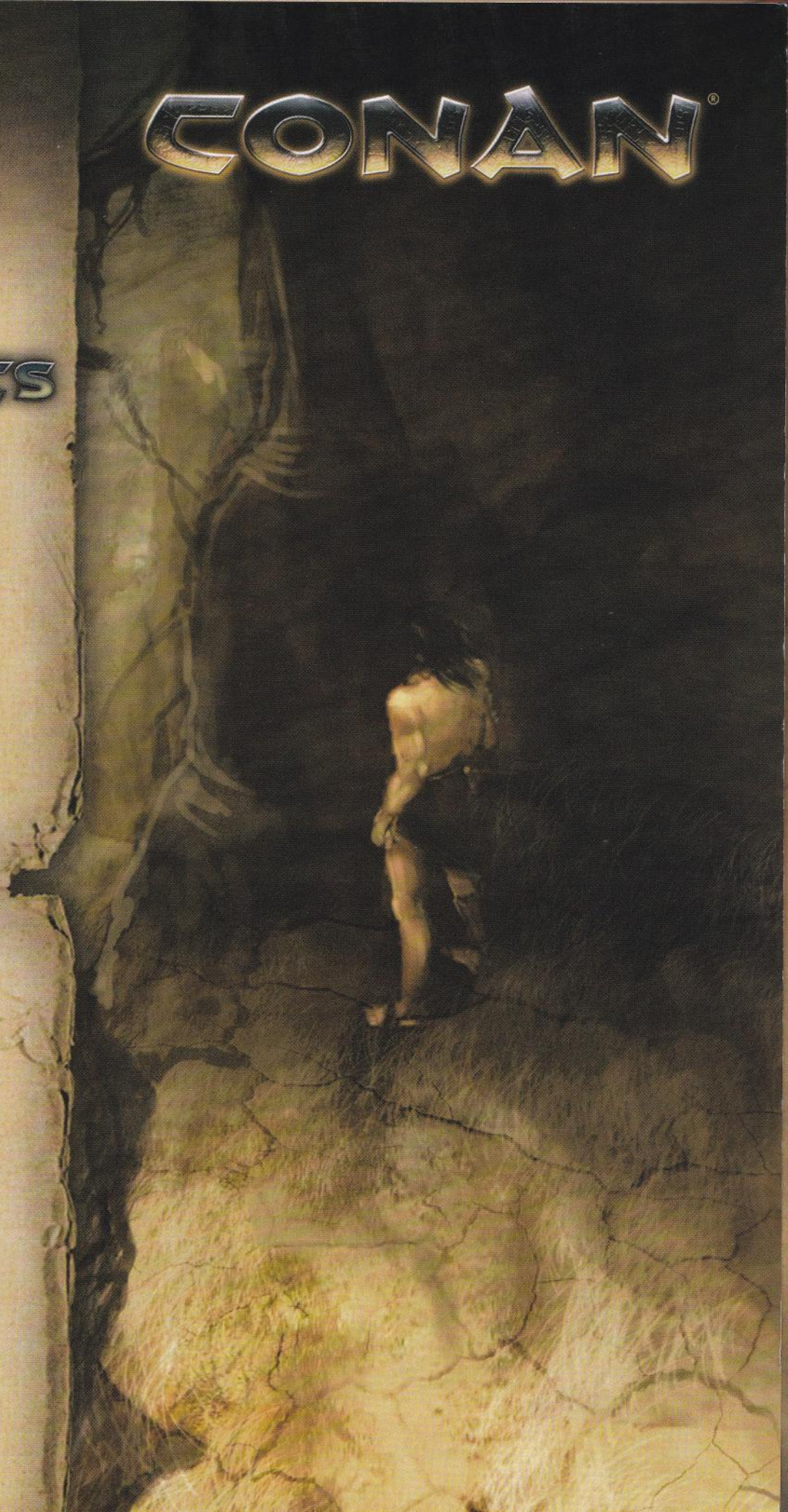
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EXPLORING

There's more to adventuring than singing blades and blood-stained paths. Conan must interact with the environment to open doors, claim loot, restore his health, and much more. This section provides the basics for exploring the world and interacting with the objects within it.

INTERACTIVE ACTIONS



To perform the available action, stand Conan within the circle of light and press the action button. Some actions are immediate. Others require a bit more effort as they trigger a series of interactive action commands. Carefully input the button commands shown on-screen to perform the available action. There's rarely a penalty for failure, but in some circumstances an incorrect action may cause Conan to fall to his death.

Throughout the game Conan must interact with objects like doors, chests, and even large rocks. These commands are known as interactive action commands. A hand icon appears in the upper right corner of the screen whenever there's an action available. A small circle of light also appears near Conan's feet at the base of the movable object.



TREASURE CHESTS

With victory comes plunder. As Conan clears enemy camps and ventures into unknown territories he often finds large treasure chests. They're sometimes very well hidden and require a bit of extra effort to locate. Each chest is worth sixty red runes, which act as experience that's spent to learn new combat abilities. Thus treasure chests are extremely important in relation to Conan's development and his ability to combat the strongest enemies late in the game.



Treasure chests are called out throughout the walkthrough. There's also a checklist located on page 112 at the back of the guide.

MAIDENS



Maiden locations are provided throughout the book to prevent you from missing them while progressing through the game. There's also a handy checklist at the back of the guide on page 116.



Wherever there are heroes, there are maidens in distress. Lovely ladies have been captured and tied up throughout the game. They're usually hidden in secret alcoves and often guarded by the nastiest of enemies. They're well worth the effort though as each maiden provides one-hundred red runes upon being rescued.

RUNE TRIUMVIRATES

A Rune Triumvirate is a group of three red, green, or blue runes that are hidden somewhere within a mission. Conan can increase his health, armor power, and Song of Death meters by finding and activating all three parts of a rune triumvirate. The trick is activating all three parts within the given time limit.

The runes in a rune triumvirate start to pulse as soon as the first rune is activated. The pulsing begins very slowly and increases in speed as time ticks away. Conan must locate and activate the two remaining parts before the pulsing ceases. This is fairly simple when the three runes are close together, but proves to be very challenging when they're separated by a great distance or scattered between obstacles.



Rune Triumvirates are called out throughout the walkthrough. There's also a checklist located on page 118 at the back of the guide.

A sparkling magic line leads from one rune to the next when a rune is activated. The line remains visible for several seconds. This provides a clue as to the locations of the remaining runes, but the lines run a deceptively straight path between one rune and the next. The actual path may twist over and under obstacles and the rune could be located well above or below where the line points.

Green rune triumvirates increase the size of Conan's health gauge. Blue rune triumvirates improve the length of the Armor Power meter increasing the number of times Armor Powers can be used. Red rune triumvirates lengthen the Song of Death meter increasing Conan's ability to maintain the status over a longer period of time.

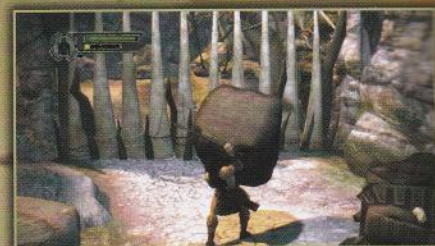


BARRIERS



The road to victory is fraught with peril and the occasional wall of bone or solid stone. Barricades and doors can be destroyed in many different ways. Some trigger an interactive action command when approached. Complete the command to open the door or destroy the barricade.

Some barriers seem impenetrable. These can often be destroyed by tossing a stone or other object into the barricade. Aim carefully for the center and heave away. Most barriers are obvious, since you can see the objective behind them. Others have a deep crack that runs down the center or another obvious flaw that suggests instability. Inspect the area carefully when it seems there's nowhere left to go and you may find such an obstacle.



MANTLE POINTS

Sometimes the only way to circumvent an obstacle is to go over it. In such cases there are small mantle points or handholds that stick out from the wall. They can appear on any type of surface. Conan can leap from point to point by pressing toward the target and tapping jump.



In some areas Conan may need to climb up rather than leaping from spot to spot. In such cases you must tap grapple to rapidly scale the wall. Tap quickly or Conan may lose his grip and slip to his doom.

Mantle points are sometimes combined with other obstacles. Always look before you leap to see what extra challenges are lurking nearby. For instance, an archer may attempt to pick Conan off as he climbs. There might be sand or bile spilling from above. Each instance is slightly different. You may need to cross rapidly in one instance then slow down and carefully time your jumps in the next.

HEALTH JUGS



Green runes restore Conan's health. They are obtained by defeating enemies or smashing objects like vases. However the best way to restore lost health is to find a health jug and consume the nectar from within.

Health jugs are an excellent source of green runes, but it takes Conan several seconds to lift the jug and drink from it. Try to save them until after a battle, or at the very least ensure that you've put as much distance between him and his enemies as possible. During battles it's much better to smash objects to obtain runes or use combat abilities that provide a bonus.

POWER STONES



Power stones are much like health jugs, but they provide blue runes that restore the Armor Power meter. Blue runes tend to be a little harder to find than green. You may find a few by smashing furniture in some missions, or by using certain combat abilities to defeat an enemy. Yet power stones are the most reliable source.

HUNTING FOR POWER-UPS

Runes are Conan's lifeblood. Though health jugs and power stones are the most reliable source of green and blue runes, you can obtain them in other ways. Many decorative objects like vases and sculptures can be smashed to reveal a small rune. Green runes are most common, but blue runes occasionally sneak into the mix too.



In some cases furniture and other objects simply aren't available. This is most common in boss battles where health is very limited. In such situations, focus on using attacks that provide a bonus, like Piledriver, to ensure Conan has enough health to survive the fight. This is only helpful when a boss is accompanied by lesser minions that run around between phases of a fight. When it's one-on-one you must rely on health jugs, power stones, and various breakable objects.

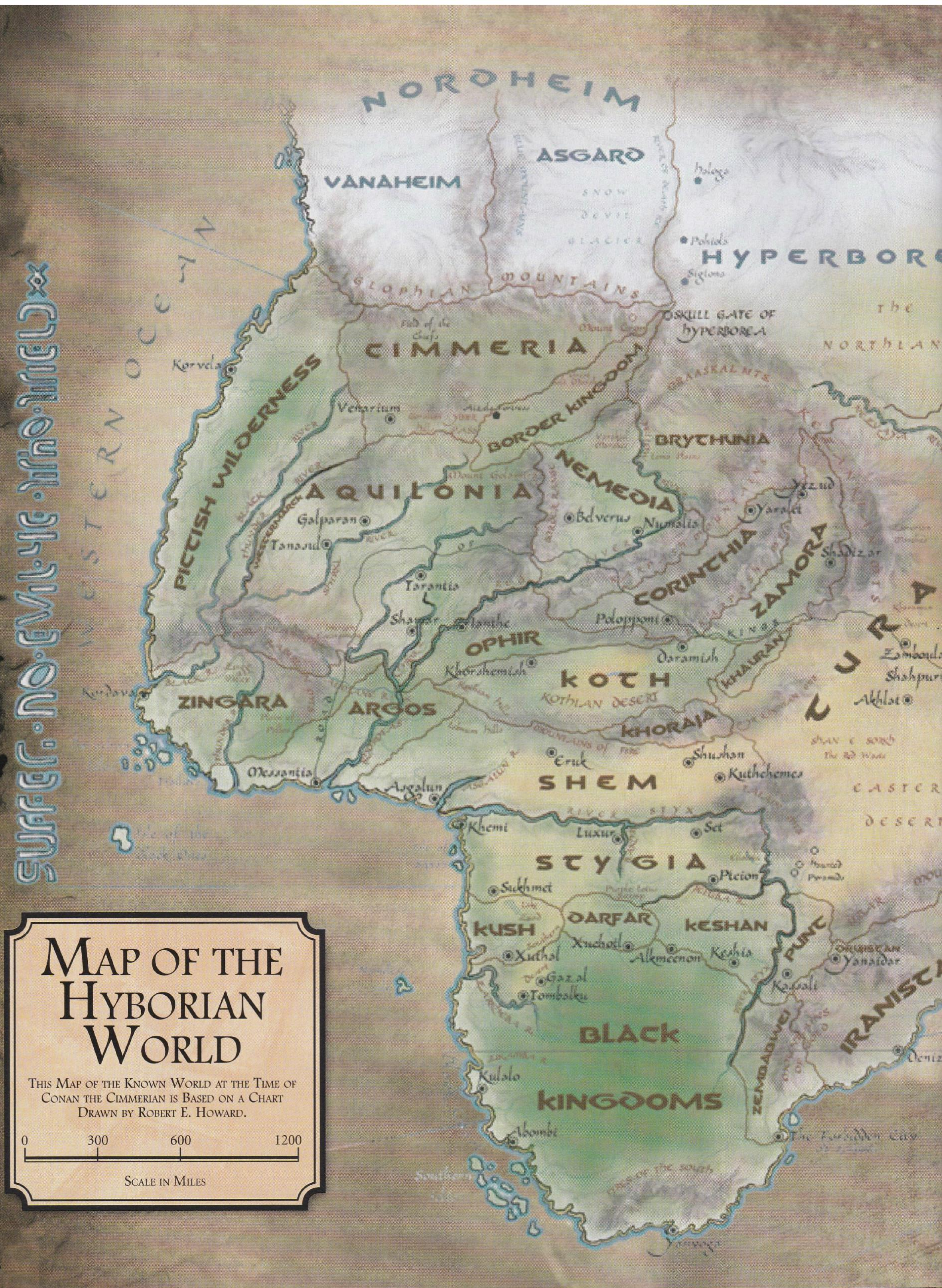
SAVE STONES



Save and save often. Conan finds save stones occasionally while exploring. Take a moment to interact with the stone and save, so you can return to that spot later if something unfortunate happens like a power outage or a hyper active pet.

The game also utilizes check points, which upon death allow Conan to return to a cleared point within the level. Check points are invisible but frequent. It's very rare that you're required to return to the beginning of a level or boss battle.

THIS IS THE NEHE-OF-INTIC



MAP OF THE HYBORIAN WORLD

THIS MAP OF THE KNOWN WORLD AT THE TIME OF CONAN THE CIMMERIAN IS BASED ON A CHART DRAWN BY ROBERT E. HOWARD.

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SCALE IN MILES

UNLEASHING YOUR INNER BARBARIAN

It's great to get out and see the world, but every true warrior longs for battle. Combat is more complex than picking up a sword and swinging it. There are many options and variety of special moves that can transform you into the ultimate warrior. Get to know them all and you'll be unstoppable.

COMBAT ABILITIES

A sword and shield are worthless to the untrained warrior. Conan begins the story as the ultimate warrior with unequalled skill. This knowledge is torn from his memory leaving him with only a basic knowledge of how to wield a blade.

Conan collects red runes throughout the game by defeating enemies, collecting loot from treasure chests, and freeing maidens. The runes act as experience, which is spent to relearn the combat abilities that were lost. Use the information within this guide to ensure you get every last red rune available. Combat abilities aren't cheap. There isn't enough experience offered to relearn Conan's entire arsenal, but by finding all of the treasure chests and maidens you can rebuild a substantial portion of Conan's repertoire.



At first only the most basic abilities are available. The more advanced skills are unlocked as lesser moves are purchased. It takes a long time to unlock the most devastating attacks.

Unlocking a move is only half the battle. Abilities can then be mastered by successfully performing attacks on enemies. Mastering attacks isn't an essential part of the game, but mastered moves sometimes provide useful bonuses like extra green or blue runes. Knowing which abilities provide such bonuses is pivotal in extremely challenging fights, since there's no time to look for a health jug and the area may lack rune laden objects like vases.



Combat abilities are broken into four groups that are related to the weapon(s) Conan wields. These are one-handed, two-handed, dual wield, and general moves.

GENERAL MOVES (GRAPPLES & PRONE ATTACKS)

This catch all category contains the moves that aren't weapon dependant. Conan can perform them with any weapon in-hand. They fall into two categories: grapples and prone attacks.

Grapples are various throws where Conan lifts the enemy then tosses him or performs a wrestling style attack. The basic body throw allows Conan to toss enemies over cliffs, into the ocean, or onto spikes. They can also be tossed into other enemies, which damage both foes in the collision.

Not every enemy can be thrown. Small enemies can be picked up easily. Medium opponents can only be tossed around after being stunned. Large and special enemies can never be thrown. Enemies that are too massive to be picked up always counterattack when a grapple is applied. The counterattack isn't powerful but every bit of health counts in the heat of battle.



Grapples cannot be interrupted once started and prevent other opponents from damaging Conan until the animation is complete. This is very beneficial when facing a horde of enemy soldiers or a powerful boss.

Prone attacks can only be performed on an opponent that is lying on the ground stunned from a previous attack. They're an easy way to deliver a finishing blow. The attacks can be interrupted, so be careful when fighting a large group. Grapples can also be used on prone opponents and often prove to be the better option.



ONE-HANDED

One-handed weapons allow Conan to carry a shield. With a shield Conan can block projectiles and prevent guard breakers from shattering his defense. It's also much easier to parry an opponent's attack. Defense is a powerful ally and an excellent choice for first time players.

One-handed attacks aren't as powerful as two-handed attacks or as speedy as dual wield moves. They offer average speed and power combined with unique abilities that rob opponents of their weapons and shields. There are also stun moves that daze large enemies and grapple attacks that use the victim as a weapon against his allies.

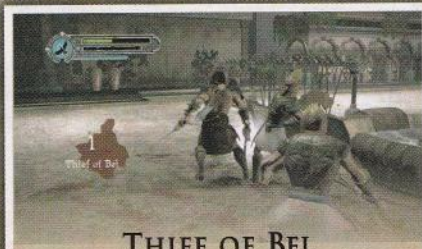


ONE-HANDED STANDOUTS



HYBORIAN HEAD SMASH

Conan delivers a powerful headbutt that temporarily stuns his target. This is particularly effective when facing Captains or enemies with shields.



THIEF OF BEL

The enemy's one-handed weapon is stolen and Conan immediately switches from one-handed to dual wield. An opponent without a weapon is no threat at all.



SHIELD STRIP

Conan rips the enemy's shield from his hands using it to defend himself. This is a quick and easy way to make a shielded enemy easier to attack.

TWO-HANDED



Two-handed weapons sacrifice some speed and defense for power. They're very large blades capable of wide cuts that allow Conan to chop down multiple enemies with a single combo. Use a two-handed weapon when facing shielded enemies or larger enemies. They're also excellent when fighting one-on-one.

Another benefit of the two-handed style is that most moves are guard or shield breakers. Guard breakers disrupt an enemy's defense allowing the hits that follow to cause damage. Shield breakers can destroy an enemy's shield after several hits.

The one downside to two-handed combat is that heavy strikes are very, very slow. In fact, many enemies quickly counterattack any two-handed heavy strike making it impossible to use certain moves against them. You can work around this if you're dead set on using a two-handed weapon. The easiest way is to focus on moves that begin with a fast strike and end in a heavy strike. It's also sometimes possible to hit the enemy with a jump attack first to throw him off balance, which opens the door for a heavy strike combo.

TWO-HANDED STANDOUTS



OUTLAW'S HILT

This fast poke stuns tough enemies. It's a combination of two fast strikes, so it's the perfect way to stun enemies before performing a heavy strike combo.



KING'S EXECUTION

Though this attack is slow, it's short and extremely powerful. This is an excellent counterattack when facing one enemy. It's particularly deadly when following the Outlaw's Hilt.



THE BLOODY CROWN

After performing the Outlaw's Hilt you can add a final, devastating heavy attack. The final swipe can behead even the toughest of enemies. This is the most powerful two-handed combo available.

DUAL WIELD

Dual wield is a bit more reckless than the other styles. The warrior sacrifices defense and damage for pure speed. This is an excellent style when facing a horde of enemies. Conan can begin a combo on one enemy and rapidly switch to another without pausing. Dual wield attacks are also much harder to interrupt, since they're very fast and full of motion. They can cause damage to all enemies within a small area and often have continuous final blows that rack up high combo numbers.

This is not a great style when facing a heavily armored opponent. Save them for hordes of lightly armored foes or enemies that tend to counterattack frequently.

DUAL WIELD STANDOUTS



BLACK RIVER RAGE

This whirling attack delivers a flurry of hits on a single opponent. It's fast and lethal. It can slice through weaker enemies in a flash and it causes decent damage to an enemy's shield.



WHEEL OF DEATH

The Wheel of Death is a low, sweeping cut that strikes enemies in the ankles. It's an excellent way to cut under an opponent's shield and extremely effective when surrounded by shield users.



CIMMERIAN CYCLONE

The final move in this attack continues for several seconds so long as the fast strike button is held down. Conan spins in a circle cutting anyone within range. The damage is very low, but it rapidly fills the Song of Death meter increasing the power of other attacks.

PARRY KILLS



Conan can block an incoming attack by guarding. Tap the guard button at the correct moment, slightly before the attack lands, and it causes a parry. A battle command appears on-screen for a moment. Hit the button before the icon fades and Conan performs a one-hit kill.

Parrying an opponent's attack is all about timing. You must intercept the attack as it lands rather than holding Conan's shield out indefinitely. Try to anticipate the enemy's moves and watch and listen for indicators. It's much easier to parry an enemy's attack in the early missions. Later enemies attack much faster and the timing required is more precise.

The type of parry move performed is weapon dependant. There are three parries for each weapon set that are tied to the fast strike, heavy strike, and grapple buttons. These can be mastered like other moves, but don't offer bonuses.

PRONE KILLS

An enemy on all fours is completely defenseless and easily eliminated. Conan can bring a fight to quick end with a series of fast strikes or one heavy strike. Stand next to the downed opponent and press either button to finish him off.

Prone opponents are also susceptible to grapple attacks. Consider using a grapple instead of a prone attack when Conan is low on health. Some grapples provide a small green rune bonus that may be just enough to get Conan through a battle.



BLOCK & DODGE



Whether Conan is using a shield or two swords his ability to block or dodge are important skills to master. Knowing when to cover up and when to avoid an attack is vital in the latter stages when Conan is surrounded by efficient and lethal foes.

Press and hold the block button to bring up Conan's defenses. Tweak the right analog stick to send Conan tumbling in the desired direction.

GUARD BREAKERS

A guard breaker is an attack that disrupts the target's defense. Conan has many guard breakers at his disposal, most of them two-handed attacks, and his enemies use them frequently as well. They're very handy when facing opponents that tend to block constantly and are difficult to counterattack like captains.

Shields prevent the guard breaker effect. You must destroy the shield or time your attacks to catch the opponent defenseless. Always carry a shield in areas where the enemies use guard breakers frequently unless you refuse to block.

Guard breakers used by enemies are easily spotted. A yellow streak follows the opponent's blade. Parry or evade the attack if possible. Conan doesn't take damage if he defends the attack, but his defenses drop and he's susceptible to further attacks from other enemies. Be very careful when facing large groups. One guard breaker can spell doom for our hero.



UNBLOCKABLES

Unblockable attacks are very rare and used almost exclusively by enemies. They're easily spotted by the red streak that follows the opponent's weapon. Quickly dodge the attack or it splits Conan's defenses. Unlike guard breakers, the attack still causes damage even if Conan was guarding when struck.



SHIELD BREAKERS

Some attacks can damage an enemy's shield. With a few hits the shield is destroyed and the opponent's defenses are substantially reduced. These attacks are very useful when facing enemies that tend to hide behind their shields constantly. Destroy the shield then use a guard breaker to cut through the enemy's guard and open him to additional attacks.

ARMOR POWERS

Armor Powers are devastating attacks that can be used on a limited basis. Conan gains a new Armor Power with each piece of armor he reclaims from a boss. There are four in all. Armor Powers are fueled by the armor power meter in the top left corner of the screen. You can restore the meter by collecting blue runes from fallen enemies, power stones, or smashed furniture.



Stone Prison



Rain of Fire



Raven Plague



Void

SONG OF DEATH



When Conan fights well his blades begin to sing the Song of Death. They glow with a sickly red energy and Conan's attack power increases greatly allowing him to cause more damage with less effort.

The best way to fill the Song of Death meter is to chain together consecutive attacks without being hit. Moves that deliver multiple hits work very well. Conan can then maintain the state by avoiding damage and remaining engaged in combat. Downtime quickly saps the meter and removes the status. Taking damage also greatly reduces the meter and makes it very difficult to initiate the state.

BATTLE ACTIONS



Battle action commands appear frequently throughout the game. They're most common in boss battles, but a few lesser enemies sometimes trigger a battle action when they're low on health or by using a special move.

A battle action command is much like an interactive action command. A series of button commands appear on-screen. Rapidly complete the actions as they appear. Success typically results in a devastating attack. Failure usually results in Conan suffering lethal damage or instant death. Most battle action commands are randomly generated but follow a basic pattern. You may notice this difference when replaying a boss fight after a death.

SPIKES

Spikes jut out from walls and trees scattered throughout the game. Enemies thrown or knocked onto a spike are instantly killed. Use them to quickly thin out a pack of enemies. The basic body throw works particularly well, since Conan can toss his opponents a long distance. The combination also makes the attack far more lethal. The throw by itself is considerably less powerful.



THROWING



Conan can throw a lot more than his opponents. Weapons, shields, boulders, logs, vases, and other objects are often found lying around the battlefield. Pick them up with the action button then toss them into nearby enemies. The attack is powerful and potent when used against small enemies. Larger foes may require four or five hits. It's also a good way to combat an opponent with a long attack animation. Stand back and impale him with extra weapons and he may fall before his attack is complete.

COMBAT ABILITIES

There are three combat styles Conan can use to conquer his enemies. One-handed focuses on defense. Dual wield sacrifices power for speed. Two-handed gives up speed in favor of power. All three styles are equally useful, but you may quickly find that you favor one style over another. It's okay to focus on one style throughout the game, but dabble in the other two. There are times where one style may not be an option due to the weapons available. Don't get caught unprepared. Always purchase the basic fast and heavy strike finishers for all three.

Conan learns new combat abilities by gathering red runes throughout his adventure. The runes act as experience and are spent on new techniques in the combat abilities sub-menu. There isn't enough experience available to master all three styles, so spend your points carefully. Collect all of the treasure chests and rescue every maiden to ensure you have plenty of experience to master at least two styles.



GENERAL MOVES

MOVE NAME	360 CMD	PS3 CMD	EXP	DESCRIPTION	TYPE	EFFECTS	PREREQUISITE	BONUS	BASE DAMAGE	SHIELD DAMAGE	TOTAL COMBO DAMAGE
Body Throw	⓪	⓪	None	Grab a small enemy and throw him.	Grapple	Grapple	None	None	5	0	5
Body Slam	⓪⓪	⓪⓪	150	Grab a small enemy and slam him to the ground.	Grapple	Grapple	None	None	10	0	15
Piledriver	⓪⓪	⓪⓪	400	Grab a small enemy and drive his head into the ground.	Grapple	Grapple	Body Slam	2 Green Runes	35	0	40
Backbreaker	⓪⓪	⓪⓪	800	Grab a small enemy and break his back.	Grapple	Grapple	Piledriver	5 Green Runes	60	0	65
Camel Punch	⓪	⓪	None	Quick punch that stuns, setting up enemy for further attacks. (Used exclusively against large enemies.)	Light	None	None	None	5	0	5
Death Stomp	Prone + X	Prone + ⓪	None	Quick kick to a prone enemy.	Prone	None	None	None	10	0	10
Double Death Stomp	Prone + X X	Prone + ⓪⓪	None	Follow up kick to a prone enemy.	Prone	None	None	None	10	0	20
Death Stomp Finisher	Prone + X X X	Prone + ⓪⓪⓪	None	Finishing kick to a prone enemy.	Prone	None	None	None	10	0	30
Last Breath	Prone + Y	Prone + ⓪	None	Finish a prone enemy.	Prone Kill	None	None	None	1000 (Kill)	0	1000 (Kill)

ONE-HANDED MOVES

MOVE NAME	360 CMD	PS3 CMD	EXP	DESCRIPTION	TYPE	EFFECTS	PREREQUISITE	BONUS	BASE DAMAGE	SHIELD DAMAGE	TOTAL COMBO DAMAGE
Fast Strike	X	⓪	None	Opening strike with weapon.	Light	None	None	None	3	0	3
Double Strike	X X	⓪⓪	None	Follow up strike with weapon.	Light	None	None	None	3	0	6
Triple Strike	X X X	⓪⓪⓪	None	Repeated strike with weapon.	Light	None	None	None	4	0	10
Fast Strike Finisher	X X X X	⓪⓪⓪⓪	50	Finishing fast combo strike.	Light	Shield Breaker	None	None	11	0	21
Heavy Strike	Y	⓪	None	Opening heavy strike with weapon.	Heavy	Shield Breaker	None	None	8	8	8
Heavy Running Strike	Y	⓪	None	Opening heavy strike while running.	Heavy	Shield Breaker	None	None	8	8	8
Double Heavy Strike	Y Y	⓪⓪	None	Follow up heavy strike with weapon.	Heavy	Shield Breaker	None	None	8	8	16
Heavy Strike Finisher	Y Y Y	⓪⓪⓪	250	Finishing heavy combo strike.	Knockdown	Shield Breaker	None	None	12	12	28
Last Breath	Prone + Y	Prone + ⓪	None	Finish a prone enemy.	Prone Kill	None	None	None	1000 (Kill)	0	1000 (Kill)

SPECIAL MOVES

MOVE NAME	360 CMD	PS3 CMD	EXP	DESCRIPTION	TYPE	EFFECTS	PREREQUISITE	BONUS	BASE DAMAGE	SHIELD DAMAGE	TOTAL COMBO DAMAGE
Elbow Stun	ⓧⓧ	ⓈⓈ	200	Stun a small enemy, setting him up for further attacks.	Stun	Shield Breaker	Fast Strike Finisher	None	5	0	8
Warrior Suplex	ⓧⓧⓧ	ⓈⓈⓈ	600	Grab a small enemy and slam him down creating a shockwave.	Grapple	Grapple	Monkey Slam	None	41	0	47
Thief of Bel	ⓧⓧⓈ	ⓈⓈⓈ	600	Disarm an enemy's weapon and use it in Dual Wield.	Weapon Grab	None	Cimmerian Charge	None	0	0	8
Bel's Wrath	ⓧⓧⓈⓈ	ⓈⓈⓈⓈ	500	Disarm and use an enemy's weapon against him.	Light	None	Thief of Bel	5 Green & 1 Blue Runes	15	0	23
Bel's Revenge	ⓧⓧⓈⓈⓈ	ⓈⓈⓈⓈⓈ	500	Disarm and hit an enemy repeatedly with his own weapon.	Pin	None	Bel's Wrath	5 Green Runes	18	0	41
Bel's Gambit	ⓧⓧⓈ	ⓈⓈⓈ	800	Fling a small enemy's weapon into the air and strike his head.	Disarm	Grapple	Thief of Bel	5 Green Runes	20	0	36
Cimmerian Charge	ⓧⓧⓧ	ⓈⓈⓈ	250	Powerful charge attack.	Heavy	Shield Breaker	Fast Strike Finisher	2 Green Runes	10	20	16
Hyborian Head Smash	ⓧⓧ	ⓈⓈ	500	Stun a small enemy with a powerful headbutt.	Stun	Grapple	Elbow Stun	None	17	0	25
Monkey Slam	ⓧⓧⓧⓧ	ⓈⓈⓈⓈ	700	Hold a small enemy by the neck then slam him to the ground.	Grapple	Grapple	Hyborian Head Smash	5 Green Runes	25	0	41
Usurper Throw	ⓧⓧⓧⓧⓈ	ⓈⓈⓈⓈⓈ	800	Throw a small enemy after neck hold.	Throw	Grapple	Monkey Slam	5 Green Runes	34	0	75
Spinning Death - Hold	ⓧⓧⓧⓧⓧⓈ	ⓈⓈⓈⓈⓈⓈ	1200	Spin a small enemy repeatedly.	Throw	Grapple	Usurper Throw	5 Green Runes	8	5	49
Shield Strip	ⓧⓧⓈ	ⓈⓈⓈ	600	Grab an enemy's shield.	Shield Grab	Grapple, Shield Removal	Elbow Stun	None	0	0	25

SHIELD MOVES

MOVE NAME	360 CMD	PS3 CMD	EXP	DESCRIPTION	TYPE	EFFECTS	PREREQUISITE	BONUS	BASE DAMAGE	SHIELD DAMAGE	TOTAL COMBO DAMAGE
Shield Slayer	ⓧⓧⓧ	ⓈⓈⓈ	500	Uppercut strike with a shield	Fierce	Shield Breaker	Hyborian Head Smash	None	37	0	62
Head Pop	ⓧⓧⓈ	ⓈⓈⓈ	700	Decapitate small enemy with Conan's shield.	Heavy	None	Shield Slayer	None	20	40	26
Shield Shaker	Ⓢ	Ⓢ	None	Quick punch using Conan's shield to break his shield.	Shield Break	Shield Breaker	None	None	15	25	15

TORCH MOVES

MOVE NAME	360 CMD	PS3 CMD	EXP	DESCRIPTION	TYPE	EFFECTS	PREREQUISITE	BONUS	BASE DAMAGE	SHIELD DAMAGE	TOTAL COMBO DAMAGE
Immolations	ⓧⓧⓧⓧ	ⓈⓈⓈⓈ	None	Light multiple enemies on fire.	Burn	None	None	None	5	0	15

AIR ATTACKS

MOVE NAME	360 CMD	PS3 CMD	EXP	DESCRIPTION	TYPE	EFFECTS	PREREQUISITE	BONUS	BASE DAMAGE	SHIELD DAMAGE	TOTAL COMBO DAMAGE
Air Strike	In Air + ⓧ	In Air + Ⓢ	None	Opening strike in midair.	Air Attack	None	None	None	3	0	3
Double Air Strike	In Air + ⓧⓧ	In Air + ⓈⓈ	None	Follow up strike in midair.	Air Attack	None	None	None	6	0	9
Heavy Air Attack	In Air + ⓧ	In Air + Ⓢ	None	Descending heavy air strike.	Dive	None	None	None	6	0	6

PARRY MOVES

MOVE NAME	360 CMD	PS3 CMD	EXP	DESCRIPTION	TYPE	EFFECTS	PREREQUISITE	BONUS	BASE DAMAGE	SHIELD DAMAGE	TOTAL COMBO DAMAGE
Crom's Curse	Parry + Ⓢ	Parry + Ⓢ	None	Pull a small enemy's guts out with Conan's bare fist.	Grapple	Grapple	None	None	150	0	150
Skull Crusher	Parry + ⓧ	Parry + Ⓢ	None	Decapitate a small enemy from behind.	Grapple	None	None	None	150	0	150
Cleave in Twain	Parry + ⓧ	Parry + Ⓢ	None	Toss a small enemy into the air then slice him in half.	Grapple	Grapple	None	None	150	0	150

DUAL WIELD MOVES



BASIC ATTACKS

MOVE NAME	360 CMD	PS3 CMD	EXP	DESCRIPTION	TYPE	EFFECTS	PREREQUISITE	BONUS	BASE DAMAGE	SHIELD DAMAGE	TOTAL COMBO DAMAGE
Fast Strike	X	Ⓢ	None	Opening strike with both weapons.	Light	None	None	None	2	0	2
Double Strike	XX	ⓈⓈ	None	Follow up strike with both weapons.	Light	None	None	None	2	0	4
Triple Strike	XXX	ⓈⓈⓈ	None	Repeated strike with both weapons.	Light	None	None	None	3	0	7
Quad Strike	XXXX	ⓈⓈⓈⓈ	None	Continuing strike with both weapons.	Light	None	None	None	3	0	10
Fast Strike Finisher	XXXXX	ⓈⓈⓈⓈⓈ	50	Finishing uppercut strike.	Uppercut	Shield Breaker	None	None	10	10	20
Heavy Strike	Y	Ⓣ	None	Opening strike with both weapons.	Heavy	Shield Breaker	None	None	6	6	6
Double Heavy Strike	YY	ⓉⓉ	None	Follow up attack with both weapons.	Heavy	Shield Breaker	None	None	6	6	12
Triple Heavy Strike	YYY	ⓉⓉⓉ	None	Repeated attack with both weapons.	Heavy	Shield Breaker	None	None	6	6	18
Heavy Strike Finisher	YYYY	ⓉⓉⓉⓉ	250	Finishing attack with both weapons.	Flatten	Shield Breaker	None	None	13	13	31

SPECIAL MOVES

MOVE NAME	360 CMD	PS3 CMD	EXP	DESCRIPTION	TYPE	EFFECTS	PREREQUISITE	BONUS	BASE DAMAGE	SHIELD DAMAGE	TOTAL COMBO DAMAGE
The Barbarian	XY	ⓈⓉ	250	Fierce sideways strike with both weapons.	Uppercut	None	Fast Strike Finisher	None	5	0	7
Whirlwind	XXX	ⓈⓈⓈ	400	Windmill strike that lands multiple hits.	Heavy	None	Savage Spin	None	10	0	14
Savage Spin	XXX + Hold	ⓈⓈⓈ + Hold	500	Quick spin attack that can land multiple hits.	Sweep	None	The Barbarian	None	2	0	6
Black River Rage	XXXX	ⓈⓈⓈⓈ	800	Follow up windmill strike that lands multiple hits.	Uppercut	None	Whirlwind	None	6	30	20
The Mercenary	XXXX	ⓈⓈⓈⓈ	800	Finishing attack that can decapitate an enemy.	Fierce	Shield Breaker	Whirlwind	None	15	32	18
Cimmerian Cyclone	XXXX - Hold	ⓈⓈⓈⓈ - Hold	1200	Quick spin attack that can be repeated for multiple hits.	Sweep	None	Black River Rage	None	1	0	8
Wheel of Death	XXXXX	ⓈⓈⓈⓈⓈ	1700	Quick, low spin move that damages enemy's legs.	Fierce	None	Cimmerian Cyclone	None	7	0	17
Sorcerer's Shock	YYY - Hold	ⓉⓉⓉ - Hold	1600	Powerful shockwave that sends enemies flying.	Shockwave	Shockwave	Cimmerian Cyclone	10 Blue Runes	1	15	13
Fury Kick	YY	ⓉⓉ	500	Powerful kick that sends small enemies flying.	Knockdown	None	Savage Spin	5 Green Runes	12	0	14

PARRY MOVES

MOVE NAME	360 CMD	PS3 CMD	EXP	DESCRIPTION	TYPE	EFFECTS	PREREQUISITE	BONUS	BASE DAMAGE	SHIELD DAMAGE	TOTAL COMBO DAMAGE
Gwahlur's Leap	Parry + X	Parry + Ⓢ	None	Vicious stab into an enemy's shoulders, finishing with a mighty leap.	Grapple	None	None	None	150	0	150
Blade Fury	Parry + X	Parry + Ⓢ	None	Multiple rapid slashes with a finishing kick to the ground.	Grapple	None	None	None	150	0	150
Head Stomp	Parry + Y	Parry + Ⓣ	None	Decapitating head stomp after flinging the enemy into the air.	Grapple	None	None	None	150	0	150

AIR ATTACKS

MOVE NAME	360 CMD	PS3 CMD	EXP	DESCRIPTION	TYPE	EFFECTS	PREREQUISITE	BONUS	BASE DAMAGE	SHIELD DAMAGE	TOTAL COMBO DAMAGE
Air Strike	In Air + X	In Air + Ⓢ	None	Opening strike in midair.	Air Attack	None	None	None	3	0	3
Double Air Strike	In Air + XX	In Air + ⓈⓈ	None	Follow up strike in midair.	Air Attack	None	None	None	6	0	9
Heavy Air Attack	In Air + Y	In Air + Ⓣ	None	Descending heavy air strike.	Dive Attack	None	None	None	3	0	3



BASIC ATTACKS

MOVE NAME	360 CMD	PS3 CMD	EXP	DESCRIPTION	TYPE	EFFECTS	PREREQUISITE	BONUS	BASE DAMAGE	SHIELD DAMAGE	TOTAL COMBO DAMAGE
Fast Strike	ⓧ	Ⓢ	None	Opening strike with weapon.	Light	None	None	None	6	0	6
Double Strike	ⓧⓧ	ⓈⓈ	None	Follow up 360 strike with weapon.	Light	None	None	None	6	0	12
Fast Strike Finisher	ⓧⓧⓧ	ⓈⓈⓈ	250	Finishing uppercut strike.	Heavy	Shield Breaker	None	None	12	12	24
Heavy Strike	ⓧ	Ⓢ	None	Opening heavy strike with weapon.	Heavy	Shield Breaker	None	None	9	9	9
Double Heavy Strike	ⓧⓧ	ⓈⓈ	None	Follow up heavy strike with weapon.	Heavy	Shield Breaker	None	None	9	9	18
Triple Heavy Strike	ⓧⓧⓧ	ⓈⓈⓈ	None	Follow up heavy strike with weapon.	Heavy	Shield Breaker	None	None	9	9	27
Heavy Strike Finisher	ⓧⓧⓧⓧ	ⓈⓈⓈⓈ	500	Finishing heavy combo strike.	Heavy	Shield Breaker	None	None	18	18	45

SPECIAL MOVES

MOVE NAME	360 CMD	PS3 CMD	EXP	DESCRIPTION	TYPE	EFFECTS	PREREQUISITE	BONUS	BASE DAMAGE	SHIELD DAMAGE	TOTAL COMBO DAMAGE
Uppercut	ⓧⓧ	ⓈⓈ	300	Uppercut strike that sends a small enemy into the air.	Knock Up	Shield Breaker	Fast Strike Finisher	5 Green Runes	12	12	18
Outlaw's Hilt	ⓧⓧⓧ	ⓈⓈⓈ	600	Damage an enemy's head with the hilt of Conan's weapon.	Stun	Shield Breaker	Gemcutter	5 Green Runes	10	10	22
The Bloody Crown	ⓧⓧⓧⓧ	ⓈⓈⓈⓈ	1000	Finishing vertical strike that can cleave an enemy in half.	Heavy	Shield Breaker	Outlaw's Hilt	None	47	47	69
Gemcutter	ⓧⓧ	ⓈⓈ	600	Quick groin kick that leaves a small enemy stunned.	Stun	None	Uppercut	2 Green Runes	9	0	18
King's Execution	ⓧⓧⓧ	ⓈⓈⓈ	1000	Finishing vertical strike that cuts the enemy in half.	Heavy	Shield Breaker	Outlaw's Hilt	None	48	48	66
Stygian Skewer	ⓧⓧⓧ	ⓈⓈⓈ	1100	Stab a small enemy directly in the gut.	Throw	Shield Breaker	King's Execution	5 Green Runes	38	38	50
Stygian Skewer Fling - Hold	ⓧⓧⓧⓧ - Hold	ⓈⓈⓈⓈ - Hold	1200	Spin a small enemy around, smashing into other enemies.	Throw	Grapple	Stygian Skewer	5 Green Runes	8	0	8
Mitra's Hand	ⓧⓧⓧⓧ	ⓈⓈⓈⓈ	1400	Finishing strike that sends a shockwave that damages other enemies.	Shockwave	Shield Breaker	Stygian Skewer	10 Blue Runes	21	0	39
Captain's Rush	ⓧ - Hold	Ⓢ - Hold	1500	Quick sweeping charge attack.	Sweep	Heavy	Mitra's Hand	5 Green Runes	12	0	12
Giant's Crush	ⓧ - Hold	Ⓢ - Hold	1600	Powerful shockwave that sends enemies flying.	Shockwave	Shield Breaker	Captain's Rush	5 Green Runes	23	23	23
Slayer's Bladesaw	ⓧⓧⓧⓧ	ⓈⓈⓈⓈ	1500	Throw Conan's sword spinning towards an enemy.	Projectile	Shield Breaker	Mitra's Hand	10 Green & 2 Blue Runes	30	30	36

PARRY MOVES

MOVE NAME	360 CMD	PS3 CMD	EXP	DESCRIPTION	TYPE	EFFECTS	PREREQUISITE	BONUS	BASE DAMAGE	SHIELD DAMAGE	TOTAL COMBO DAMAGE
Crom's Curse	Parry + ⓧ	Parry + Ⓢ	None	Pull a small enemy's guts out with Conan's bare fist.	Grapple	None	None	None	150	0	150
Steps of Hell	Parry + ⓧ	Parry + Ⓢ	None	Vertically slice a small enemy after running up his chest.	Grapple	None	None	None	150	0	150
Diemon's Descent	Parry + ⓧ	Parry + Ⓢ	None	Vertically slice a small enemy after tossing him into the air.	Grapple	None	None	1 Blue Rune	150	0	150

AIR ATTACKS

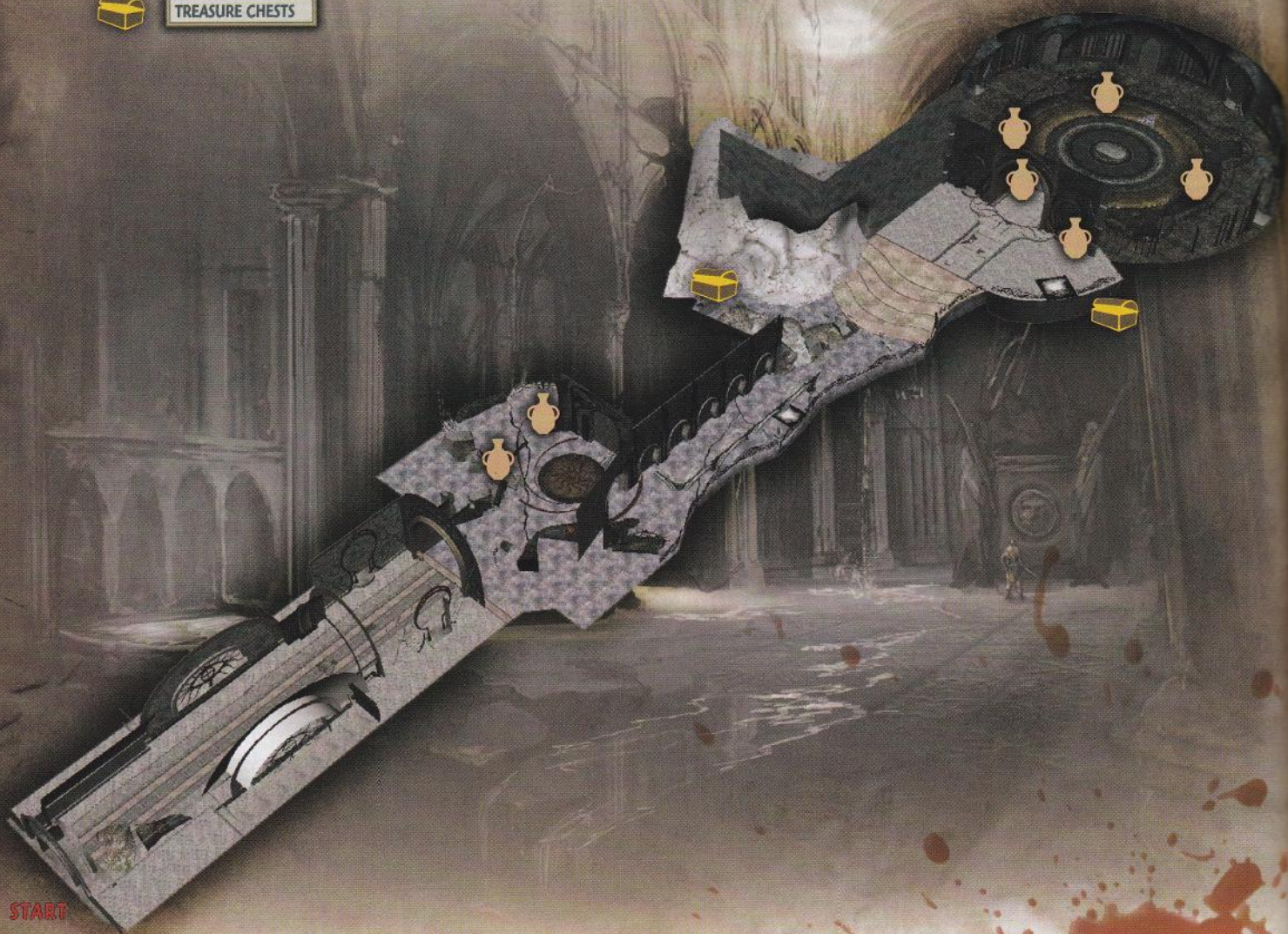
MOVE NAME	360 CMD	PS3 CMD	EXP	DESCRIPTION	TYPE	EFFECTS	PREREQUISITE	BONUS	BASE DAMAGE	SHIELD DAMAGE	TOTAL COMBO DAMAGE
Air Fast Attack	In Air + ⓧ	In Air + Ⓢ	None	Quick spinning strike in mid air.	Air Attack	None	None	None	4	0	4
Heavy Descending	In Air + ⓧ	In Air + Ⓢ	None	Descending heavy air strike.	Dive Attack	None	None	None	8	0	9



HEALTH JUGS



TREASURE CHESTS



PRISON TOMB

This mission acts as a quick tutorial that teaches you how to control Conan and the basics of exploration and combat. The enemies aren't very aggressive and can be easily dispatched with a quick basic combo or a parry attack. The first hallway is overrun with Spirit Warriors, possessed suits of armor that carry a variety of weapons. Be aggressive and attack the enemies outright as they appear, or wait for them to attack and attempt to counter with a parry. The parry kill is excellent practice for later in the game and easy to perform when equipped with a shield. Watch the enemies closely and hit the guard button when one begins to charge. Later in the game you must hit guard just before the enemy's attack lands, but much less precision is required for now.

Conan begins with his entire arsenal of moves unlocked and usable. You can't enter the combat abilities submenu for now, so use the move list within this guide to discover a variety of attacks. Have some fun and explore Conan's fiercest moves.

The door at the end of the hall is locked like many doors throughout the game. To force it open, stand near the center of the door and a small circle of light appears near Conan's feet. Ensure that Conan is standing within the circle and an interactive action command appears on screen. Press the action button and Conan begins to force the door open. Complete the series of button commands that appear onscreen to get through the door and into the room beyond. In this area the commands are very simple, but they grow in complexity throughout the game.



Clay jars are scattered about the ground throughout the ruins. Smash the jars to reveal green runes that restore a small portion of Conan's health. Conan can also find health jugs, larger vases with a green plume pouring from the top, which restore a large portion of his health. Stand next to a health jug and press the action button to drink from it.



SPRIT WARRIOR (BLUE)

Arms: Dual wield

Attacks: Spin Attack (2-hit/blockable), Side Chop (2-hit/blockable), Overhead Chop (1-hit/blockable)

Best Weapon: One-Handed

Best Attack: Parry

The blue Spirit Warrior is faster than its cousins, but still not much of a threat at this point in the game. Guard as it attacks and with proper timing you earn a parry kill.



SPIRIT WARRIOR (YELLOW)

Arms: Two-Handed Sword

Attacks: Quick Strike (1-hit/blockable), Uppercut (1-hit/blockable)

Best Weapon: One-Handed

Best Attack: Parry

This spirit's two-handed weapon doesn't make it any more of a threat. Guarding against its attacks may cause a parry kill. It's also easy to guard and counterattack with a quick combo when the parry attack fails.



Defeat the Spirit Warriors in the next room and explore the left side. There are health jugs and smaller vases scattered around the area. The enemies are thick here. Keep your guard up and counterattack as they materialize. Force open the door on the right side of the room when all of the Spirit Warriors are defeated.

Demolish the Spirit Warriors at the start of the next hall then begin to sprint down the hallway past the statues. Spirits enter the stone statues as Conan passes and cause them to explode and collapse. Keep moving and Conan should pass by effortlessly. He can also block the falling stones by guarding.



Search the left side of the staircase at the end of the hall. There's a narrow path between the rocks that leads to a golden treasure chest. Stand next to the chest and press the action button to open it. Chests contain red runes that are later used to learn new combat abilities.

The area at the top of the stairs before the next door is very dangerous. More Spirit Warriors emerge and a new larger enemy appears. The Guardian is a possessed statue with two enormous swords. Fortunately they're very slow and attack one at a time for now. Draw the Spirit Warriors away from the Guardian and eliminate them. Then challenge the first Guardian one-on-one. Use a shield to protect Conan from the statue's attacks, then counterattack. Pick up one of the statue's massive swords when it crumbles and use the large weapon to eliminate the second Guardian.



Check the far right corner of the room to find a second treasure chest. Open it before prying open the gate, since there's no coming back. Force the gate open when ready.



The final room contains two Guardians. Pick up the two-handed sword on the ledge near the entrance if Conan isn't already carrying one. Stand next to the Guardian on the right and perform a King's Execution as the statue comes to life. It takes a second for the statue to become vulnerable, but even if the first hit glances off of the enemy the final hit should do the job. Repeat the action with the second Guardian to finish the mission.



SPIRIT WARRIOR (PURPLE)

Arms: One-Handed

Attacks: Overhead Strike (1-hit/blockable),

Quick Strike (1-hit/blockable)

Best Weapon: One-Handed

Best Attack: Parry

At this point the Spirit Warriors aren't much of a threat.

Their attacks are easily parried with a shield and any parry acts as an instant kill. Short basic combos also work well.



GUARDIAN

Arms: Dual wield (Two-Hand Sword x2)

Attacks: Quick Strike (1-hit/blockable), Overhead Strike (1-hit/unblockable), Quick Strike Combo (5-hits/guard breaker)

Best Weapon: Two-Handed

Best Attack: King's Execution

They move very slowly, so it's easy to draw them into one-on-one combat. Guard until they attack and then counterattack

based on what they do. The quick strike combo is the best opportunity to counter. Guard against the first two hits then roll away from the third and fourth guard breaker hits. Conan can counterattack after the fifth swipe.





CHANCE MEETING

WASHED ASHORE



CORSAIR CONSCRIPT

Type: Light

Arms: One-Handed

Attacks: Jump Attack (1-hit/blockable), Lunge Attack (1-hit/blockable)

Best Weapon: Any

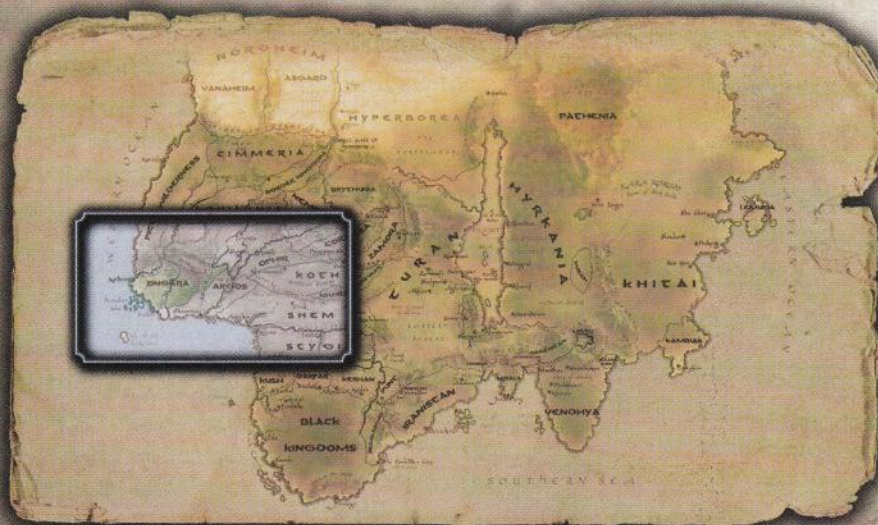
Best Attack: Parry Kill/Grapple

These light weight enemies aren't much of a threat unless they're in large packs. They're excellent fodder for building up parry kills and grapple moves.



Walk down the beach toward the water. A treasure chest is sitting near some wreckage on the right. Go up the hill and start down the path. Conan spies Corsairs walking toward him. Charge forward and greet them with the honed edge of Conan's blade.

The path leads to a small pirate camp. The Corsairs are more aggressive than the Spirit Warriors from the previous mission. Be cautious and avoid getting surrounded.



The Combat Abilities menu is now available. It's where you can spend red runes (experience) to teach Conan new attacks. A button icon appears in the bottom left corner of the screen whenever Conan has enough experience to learn a new move.

Don't expect to learn every move playing through the game once. There simply isn't enough experience available. Specialize in one area and dabble in the others. You should be able to fully master one or two styles. One-handed combat abilities are a safe route the first time you play the game. They aren't as flashy, but they offer outstanding defense, special disarming attacks, and cause solid damage.



CORSAIR CAPTAIN

Type: Heavy
Arms: Two-Handed
Attacks: Lunge Combo (2-hit/guard breaker), Quick Swipe Combo (4-hit/blockable)
Best Weapon: One-Handed & Shield
Best Attack: Fast Strike Finisher

Captains are powerful and must be fought with care. It pays to have a shield, since it allows Conan to block all of the Captain's attacks and makes it much easier to counterattack. The Captain recovers quickly, so get in the habit of rolling away after a counterattack.



CORSAIR VETERAN

Type: Light
Arms: One-Handed
Attacks: Overhead Combo (2-hits/blockable), Jump Attack Combo (3-hits/blockable)
Best Weapon: Dual wield
Best Attack: Fast Strike Finisher

The Corsair Veteran is slightly tougher than the Conscript. Their attacks are faster and a bit harder to block. They have enough health for you to practice several abilities on one enemy. Try a move like Elbow Stun followed by Body Slam then finish off with a parry kill.



Conan can lift large objects and hurl them at his enemies or otherwise indestructible barriers. Stand next to an object like a boulder or log, and an interactive action command appears if the object can be used. Press the action button to pick the object up, then press the button again to hurl the object in the direction Conan is facing.



Enemy attacks are still easily parried and quick combos work well. Conan's move options are very limited, but work on mastering the basic grapples and Fast Strike Finishers.



Small rectangular rum crates are found on the ground throughout this mission. The crates are a good source of green runes and great when Conan needs a quick boost.



The path forks at the pirate camp. The left fork leads to a dead end with a treasure chest. Dangling vines block the path to the right. Attack the vines to clear the trail.

The path forks again after the vines. Explore the right path first. There are numerous pirates in this area. Be wary of Corsairs approaching from the rear. They seem to come from nowhere as Conan enters the right path. It's very easy to get surrounded. It is easy to Master many of the lower skills in these early group attacks so use your combos wisely.

A small camp waits at the end of the right path. Slaughter the pirates loitering near the fire. More vines hang on the right side of the camp. Chop them down to find yet another treasure chest. Backtrack to the fork and venture down the left path.





Vines block an alcove on the left as the path bends back to the right. Demolish the vines to find a maiden in distress. Stand next to her and press the action button to free her from the chains. Maidens are much like chests and reward Conan with 100 red runes.

A large pirate camp sits further down the road. Countless Corsairs seem to pour from the tents as Conan approaches. Defeat them all and a Corsair Captain appears from the back tent.

The captain is much stronger than his cronies and can't be thrown or parried at first. He uses three different attacks. His quick 4-hit combo is powerful, but can be easily blocked. His shorter 2-hit combo breaks Conan's block and must be avoided. The captain also tosses small explosives that cause area damage. Back away fast! The enemy is very challenging until his helmet comes off. At that point his attacks can be parried for a quick parry kill. Use the three barrels on the right side to quickly remove his helmet, making him more vulnerable to your deadly blade.



CORSAIR ARCHER

Type: Light

Arms: Bow

Attacks: Arrow Shot (1-hit/guard breaker)

Best Weapon: Any

Best Attack: Grapple

Archers are only a threat at distance, because they cower when Conan gets close. You can hit them with boulders, people, or other objects from a distance. Another viable tactic is to charge past an enemy horde to eliminate the archers first. This sometimes brings out more enemies than you may be comfortable fighting at once, so be aware of your surroundings. If you don't kill an archer first, always look for cover when fighting near an archer.



The Frost-Giant's Daughter

Health jugs are great for restoring health, but it takes Conan a long time to pick a jug up and consume the nectar within. During fights it's better to smash small rune bearing objects like the crates scattered around the pirate camp when Conan needs a little health to keep fighting.

If you desperately need to use a jug, make sure you draw the opponent(s) away before you run over and use the nectar vase.

Slice through the vines beyond the camp and continue to follow the trail. Corsair Archers are introduced here. They fire arrows at Conan from a safe distance. Conan slowly bleeds to death whenever he's punctured with an arrow. Press the action button to remove it to stop the bleeding. Arrows can only be deflected with a shield, but can be avoided or used to shoot Conan's enemies. Archers are weak and easily dispatched with thrown objects or a Body Slam. Watch for the silvery white trails left by flying arrows and roll away to avoid them while fighting.

There are more archers further up the trail and a small group of Corsairs closer to Conan. Either quickly evade the pirates and eliminate the archers, or fight behind the wall on the left or right to shelter Conan from the rain of arrows while dealing with the sword-wielders. There's also a rack of shields on the right side of the trail, which allow Conan to block arrows.



The clangor of the swords had died away, the shouting of the slaughter was hushed; silence lay on the red-stained snow. The bleak pale sun that glittered so blindingly from the ice-fields and the snow-covered plains struck sheens of silver from the rent corselet and broken blade, where the dead lay as they had fallen. The nerveless hand yet gripped the broken hilt; helmeted heads back-drawn in the death-throes, tilted red beards and golden beards grimly upward, as if in last invocation to Ymir the frost-giant, god of a warrior-race.

Across the red drifts and mail-clad forms, two figures glared at each other. In that utter desolation only they moved. The frosty sky was over them, the white illimitable plain around them, the dead men at their feet. Slowly through the corpses they came, as ghosts might come to a tryst through the shambles of a dead world. In the brooding silence they stood face to face.

Both were tall mean, built like tigers. Their shields were gone, their corselets battered and dented. Blood dried on their mail; their swords were stained red. Their horned helmets showed the marks of fierce strokes. One was beardless and black-maned. The locks and beard of the other were red as the blood on the sunlit snow.

"Man," said he, "tell me your name, so that my brothers in Vanaheim may know who was the last of Wulfhere's band to fall before the sword of Heimdul."

"Not in Vanaheim," growled the black-haired warrior, "but in Valhalla will you tell your brothers that you met Conan of Cimmeria."

Continued on page 33

STORMING THE FORTRESS



The Corsair fortress waits beyond the gate. Use the Save Stone to save the game before crossing the bridge. The fort is home to all Corsair types. There's an archer on a high ledge overlooking the first platform. On the platform are three Corsairs and a Corsair Captain. Eliminate the trio first then focus on the Captain. Try to stay close to the raised area on the right, so the archer won't have a shot.

It pays to take care of the Corsair Archer first. Cut the three chains around the pillar in the back then hop up and slay him where he stands. You can also claim weapons from the Corsairs on the lower level then jump and toss the swords at the archer.

Smash the treasure chest hiding behind the tower on the lower platform. Cut the chains around the base of the tower to collapse a section of the platform and send it crashing down. Conan can then hop up the shattered remains to reach the archer above.

One of A'Kanna's men is trapped in a cage next to the archer. Stand by the cage and tap the action button to grab the cage's door. Follow the interactive action command to tear the door from its hinges and set the man free. There are a total of three men trapped in cages throughout the level. You must free them all before the level's end can be accessed.



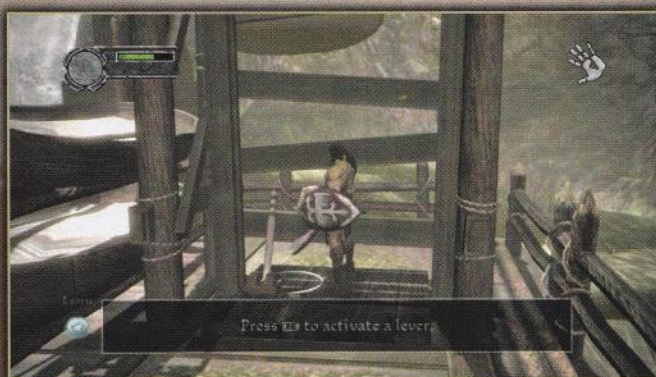
Look for wooden spikes on most structures throughout the fortress. Thrown enemies or those knocked into the air by an attack can be impaled by a spike. Try stunning an enemy with Elbow Stun or a similar move then picking him up and hurling him onto a spike.



Leap down to the platform at the end of the catwalk. Beware of the Corsair Archer on the platform in the distance while fighting through the Corsairs that approach. Follow the left fork and eliminate the archer and his cohorts. A second member of A'kanna's crew is trapped at the back of the platform.

Backtrack and take the right fork that crosses a long bridge in front of a giant waterfall. Enemies pour onto the bridge from both ends. Consider dropping back to the previous platform for more room to maneuver. You can also toss the Corsairs over the side for quick kills. This is a very dangerous section. Dual wield for fast attacks, or carry a one-handed sword and a shield. Two-handed weapons are too slow and less effective. Focus on parry kills, grapples, and quick combos.

Go counterclockwise around the platform at the end of the bridge to find a lift. Stand next to the large lever on the lift and press the action button to rise to the platform above.



Clear the platform of Corsairs before crossing the double bridges to the left. The area can get very crowded. Beware of enemies approaching from the bridges. Use parry kills to quickly eliminate the Corsair Conscripts and save the fancy moves for the Corsair Veterans.

Fight the pirates at the end of the second bridge and look for another trapped member of A'Kanna's crew in the corner. Set him free and a lift rises between the double bridges.

Go to the lift and use the lever to descend to the platform below. There are three Corsair Captains surrounding the elevator. This is a challenging battle and requires excellent defense. Try to separate them and use quick combos to wear them down. Keep a thumb on the right stick, so Conan can quickly roll away from attacks or avoid being surrounded. This is especially important as the Captains use block breaks to perfection leaving Conan vulnerable to high burst damage. Also watch for explosives. They can damage the Corsair Captains and are actually helpful assuming Conan can avoid the blast. The mission ends when all three captains are defeated.

There's a larger area to the right when fighting the Corsair Captains. It isn't obvious. Drop off the ledge to find rum crates, barrels, and a second health jug. Conan can climb back up, but the Corsairs cannot. This is a great way to split the enemies up and lessen the challenge.





PIRATE RAID

STORMING THE COAST



CORSAIR VETERAN

Type: Light

Arms: One-Handed

Attacks: Overhead Combo (2-hits/blockable), Jump Attack Combo (3-hits/blockable)

Best Weapon: Dual wield

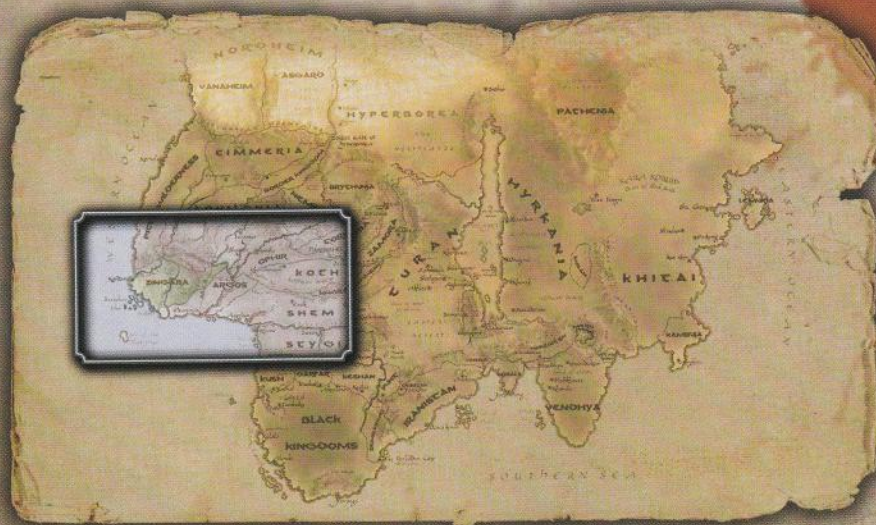
Best Attack: Fast Strike Finisher

Veterans are more common in this section and tend to appear in large groups. Avoid slow or long combos when fighting more than one or Conan is sure to be struck in the back or side. These enemies can take a bit more damage and provide a better opportunity to work on mastering longer and more powerful attacks.



Conan encounters the game's first Rune Triumvirate as he heads away from the beach. There are three green runes etched into the ground. The first two parts of the Rune Triumvirate are side-by-side and the third is on the ledge ahead. Stand next to the first rune and press the action button to activate it. Quickly complete the Rune Triumvirate by activating the two remaining runes before they stop flashing and Conan's maximum health increases.

Follow the path up the hill, past some wandering Corsairs, to a small pirate camp. Beware of the Corsair Archers on the far right near the cliff. Eliminate them swiftly then focus on their buddies. Approach the cliff wall when the camp is clear. There are several small mantles sticking out from the wall that lead up the side to the clearing above. Press jump to leap from mantle to mantle until Conan reaches the top.

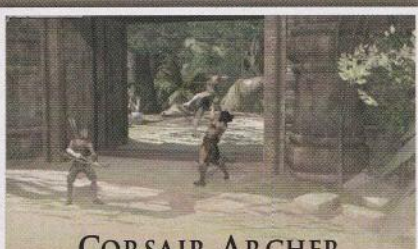




A Corsair vessel is attempting to sink A'Kanna's ship. Hastily eradicate the men in the clearing. There are two Corsair Archers in the back. Crush them first. Man the ballista at the cliff's edge when the area is clear. Load it by spinning the right stick clockwise, aim by moving the other stick, then follow the screen prompts to fire at the enemy craft. Hit the boat sailing in from the left three times (bow, starboard, and stern) to sink it before it can demolish A'Kanna's boat.



Pass through the gate that's blasted open by A'Kanna's crew to find a Save Stone and another pirate camp. There are numerous Corsairs around a tent and archers on a distant ledge. Take a shield from the rack next to the tent, so Conan can deflect arrows while fighting. Jump up to the ledge on the left after clearing the area. Clobber the Corsair Archers and travel to the very end of the ledge to find a treasure chest.



CORSAIR ARCHER

Type: Light
Arms: Bow
Attacks: Arrow Shot (1-hit/guard breaker)
Best Weapon: Any
Best Attack: Grapple

The Corsair Archer becomes an even greater pest throughout this level. Watch for them at the back of enemy parties.

Push through the enemy horde and eliminate the archers immediately or use a shield to block the storm of arrows.



CORSAIR CAPTAIN

Type: Heavy
Arms: Two-Handed
Attacks: Lunge Combo (2-hit/guard breaker), Quick Swipe Combo (4-hit/blockable)
Best Weapon: One-Handed & Shield
Best Attack: Fast Strike Finisher

Captains remain the greatest of the Corsair threats. Wipe out the lesser pirates that often surround them and take them on one-on-one. They provide the best opportunity to master heavy attack combos. Remember to roll away after counterattacking, since they recover very quickly.



CORSAIR CONSCRIPT

Type: Light
Arms: One-Handed
Attacks: Jump Attack (1-hit/blockable), Lunge Attack (1-hit/blockable)
Best Weapon: Any
Best Attack: Parry Kill/Grapple

The Conscripts are out in force once again, but remain a limited threat. Practice very short combos, grapples, and parry kills on them throughout the level. This is the best opportunity to master parry kills for all combat types.



START



-  HEALTH JUGS
-  TREASURE CHESTS
-  MAIDEN
-  BALLISTA
-  SAVE STONE
-  GREEN RUNE

Leap down from the ledge next to the chest. A Corsair Captain emerges from the nearby tent. There's plenty of space to battle him and Conan's shield should prove to be handy when defending his attacks. Annihilate the captain then go down the trail to the ballista on the cliff.



There are many Corsairs around the ballista and even more down the trail to the left. Rapidly rid the area of the Corsairs around the siege weapon then blast the enemy boat like before. Make haste. More enemies are on their way. Try to get one shot off then eliminate any Corsairs that have found their way to the ballista before taking another shot. Work fast or A'Kanna's ship will be sunk. Use quick combos, parry kills, grapples, and make use of the wooden spikes next to the ballista to obliterate the enemy army as fast as possible.



Explore the trail to the left after destroying the enemy ship. Near the bend there's a small sloping trail on the right. You may notice an arrow coming from this direction. Go down the little trail to find three Corsair Archers protecting a treasure chest and holding a maiden captive. Slaughter them and free the very thankful maiden.

Working the ballista is much harder this time. There are more enemies and a seemingly never ending stream of foes from the left. Jump on the ballista whenever possible and begin cranking it to take a shot. Quickly hit the action button whenever a Corsair appears near Conan to separate from the ballista so Conan can defend and fight. Otherwise the Corsairs slowly pick away at Conan's health and he could end up in serious trouble without realizing it.

Return to the main trail and follow the bend to a tall cliff. Quickly defeat the Corsairs before the cliff while dodging or blocking the arrows from the Corsair Archers above. By this time you should have several upgraded combos and if you are focusing on one discipline, then the new combos are making quick work of the weak Corsairs.

Jump up and eliminate the archers before using the Save Stone. There's a large broken tree trunk on the left. Stand next to it, press the action button, and follow the interactive action command to push the dead tree over. The trunk creates a bridge into the pirate stronghold.



THE HEART OF THE CORSAIRS



Run around the top of the wall and drop off the far left side into the courtyard below. Pirates pour in from the surrounding tents. Use dual wield and parry kills to avoid being surrounded. Watch out for Corsair Captains that slip into the mix. Their explosives are difficult to notice in the thick of a battle, but are very effective against his own pirates. The gate at the back of the camp doesn't open until two waves of Corsairs have been slaughtered. Beware when it does open, a Corsair Captain ushers out two Corsair Archers. Eliminate the archers before focusing on the captain.

Continue through the arch and up the hill. There are two Corsair Archers at the back of the enemy party. Dash past the sword-wielding pirates and eliminate the archers first. Look for another broken tree trunk on the right side when the camp is clear. Stand next to it and press the action button then follow the interactive action command to knock it over and form a bridge.



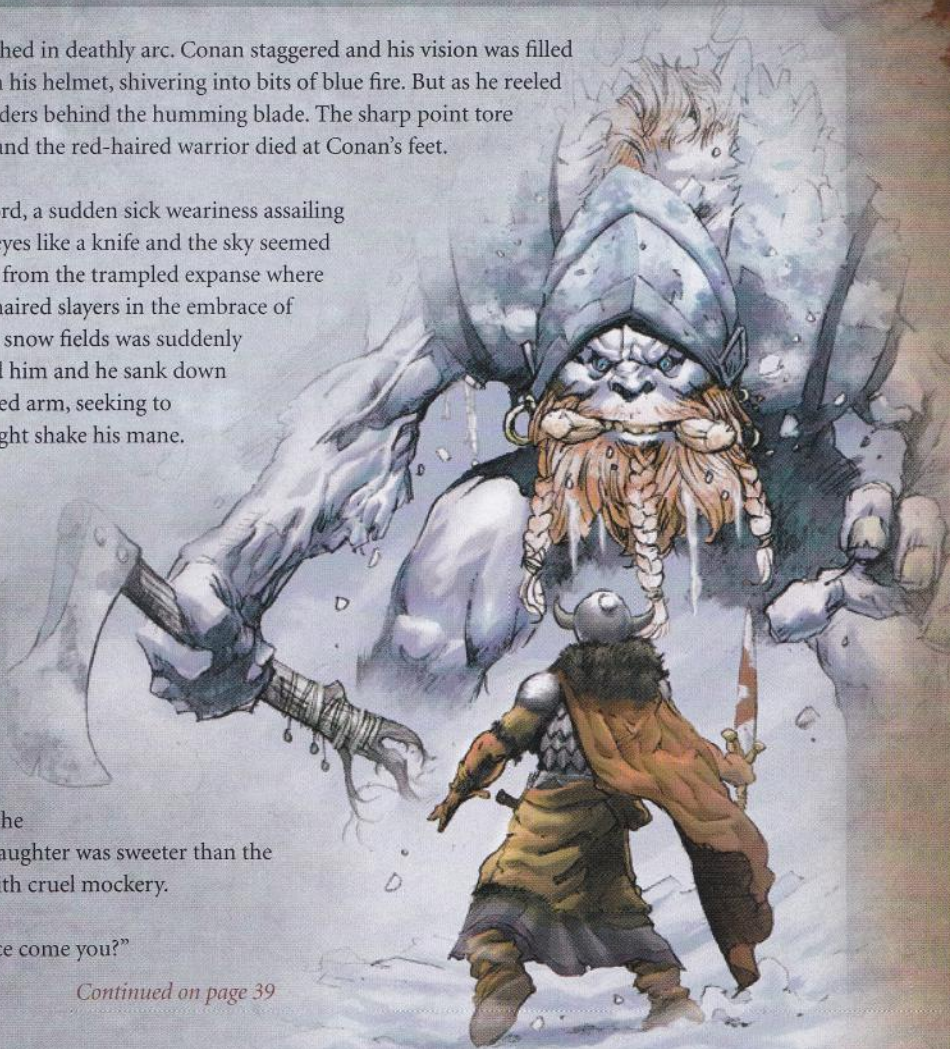
Heimdul roared and leaped, and his sword flashed in deathly arc. Conan staggered and his vision was filled with red sparks as the singing blade crashed on his helmet, shivering into bits of blue fire. But as he reeled he thrust with all the power of his broad shoulders behind the humming blade. The sharp point tore through the brass scales and bones and heart, and the red-haired warrior died at Conan's feet.

The Cimmerian stood upright, trailing his sword, a sudden sick weariness assailing him. The glare of the sun on the snow cut his eyes like a knife and the sky seemed shrunk and strangely apart. He turned away from the trampled expanse where yellow-bearded warriors lay locked with red-haired slayers in the embrace of death. A few steps he took, and the glare of the snow fields was suddenly dimmed. A rushing wave of blindness engulfed him and he sank down into the snow, supporting himself on one mailed arm, seeking to shake the blindness out of his eyes as a lion might shake his mane.

A silvery laugh cut through his dizziness, and his sight cleared slowly. He looked up; there was a strangeness about all the landscape that he could not place or define – an unfamiliar tinge to earth and sky. But he did not think long of this. Before him, swaying like a sapling in the wind, stood a woman. Her body was like ivory to his dazed gaze, and save for a light veil of gossamer, she was naked as the day. Her slender bare feet were whiter than the snow they spurned. She laughed down at the bewildered warrior. Her laughter was sweeter than the rippling of silvery fountains, and poisonous with cruel mockery.

"Who are you?" asked the Cimmerian. "Whence come you?"

Continued on page 39



This is a dangerous battle on harder settings. There's very little health around and loads of enemies. Do what you can to get by for now and you're rewarded with two health jugs as Conan passes through the next gate. Don't hesitate to run through the gate for a quick boost if Conan is badly damaged by the time the final Corsair Captain appears. Also know that Captains when they die replenish Conan's health more than normal.

Climb up to the wall and immediately eliminate the Corsair Archer. Dart to the ballista, load it, and blast the two archer towers on either side of the catwalk. Portions of the bridge leading to the gate are dropped as each tower is destroyed. Always begin with the right tower, since the Corsair Archer on the right can shoot Conan while he's aiming the ballista at the left tower. Exit the ballista and defeat the remaining Corsair Captain while venturing into the fortress.

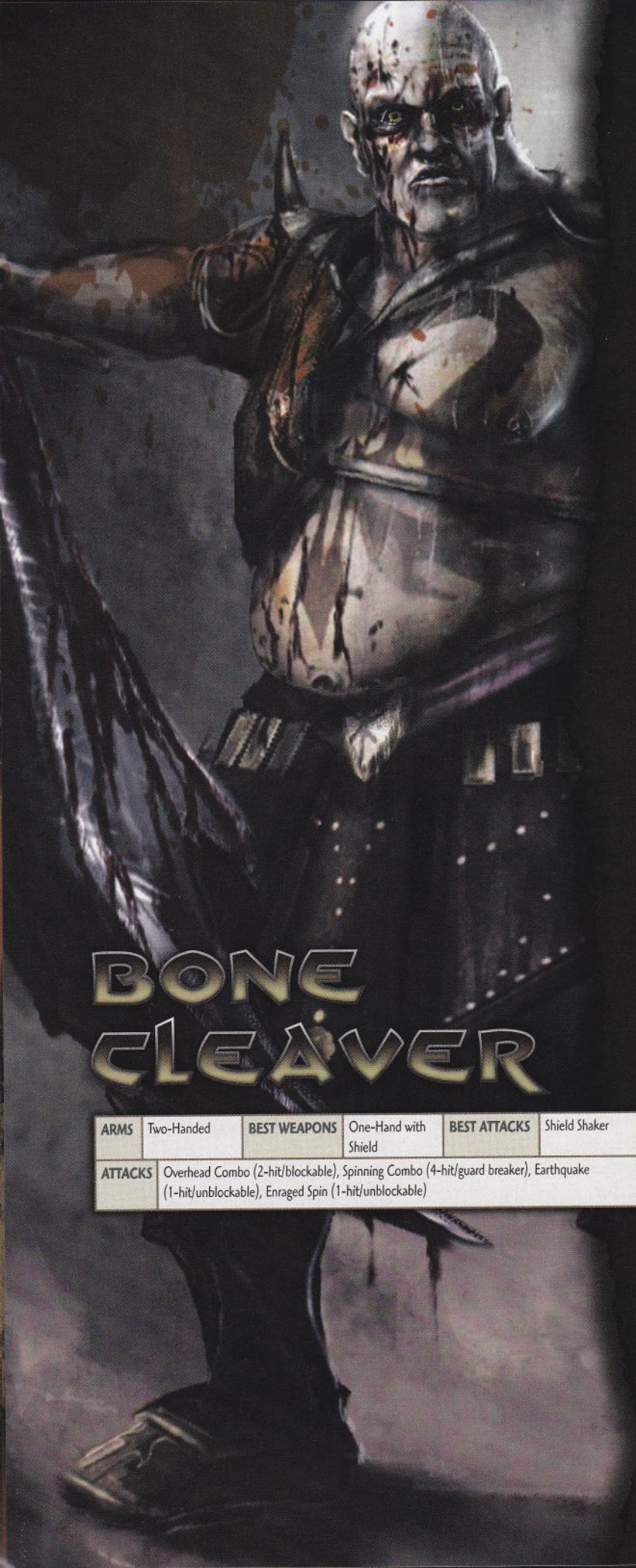
The front gate must be forced open. Press the action button next to the gate, then complete the interactive action command to place Conan safe on the opposite side. Run the length of the wall slaughtering pirates along the way. Beware of Corsair Archers in the distance. It helps to have a shield throughout this section. A large group of Corsairs wait at the stairs at the end of the wall.



The courtyard must be cleared before the next gate can be opened. Use parry kills and quick combos to devastate the enemies.

More Corsairs exit the tents throughout the battle, so pay attention to your surroundings. Approach the gate after the battle and tap the action button then follow the interactive action command to pry it open. Take a moment to save at the Save Stone and drink from the health jugs to heal before advancing. Enter the cave ahead to face the first boss.





BONE CLEAVER

ARMS	Two-Handed	BEST WEAPONS	One-Hand with Shield	BEST ATTACKS	Shield Shaker
ATTACKS	Overhead Combo (2-hit/blockable), Spinning Combo (4-hit/guard breaker), Earthquake (1-hit/unblockable), Enraged Spin (1-hit/unblockable)				

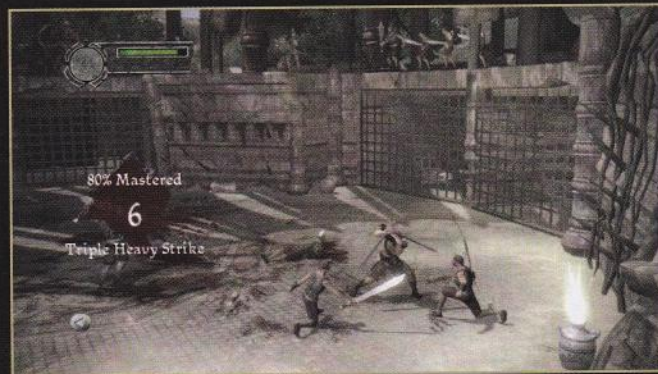
The gates on the lower level open as the battle begins and the arena floods with Corsair Conscripts. Parry attacks and quick combos are essential. Roll to avoid being pinned down and surrounded. One-handed or dual-wield combat works best in this situation. Defense and speed are essential. There are three waves of Corsair Conscripts then two waves of Corsair Veterans.

The first part of this battle consists of several enemy waves. Focus on conserving Conan's health rather than worrying about mastering abilities or using fancy kills. There's very little health available in the arena. Don't waste it before Bone Cleaver joins the brawl.

Corsair Archers on the wall begin to shoot explosive arrows onto the arena floor when the first few groups are eliminated. Back away from where the arrows land to avoid the inevitable explosions. These explosions severely hamper the Corsairs ability to surround Conan, often knocking several enemies to the ground. Take advantage of stunned enemies by finishing them with stomps. Stay away from the sword finisher as it takes much longer to use and often is interrupted.

There's no way to attack the Corsair Archers. Avoid their attacks by staying near the front. Even if Conan picks up a weapon and hurls it at a Corsair Archer it hits an invisible "wall" and bounces away harmlessly.

More Corsair Veterans leap down from the wall after a couple more waves, but this time they're accompanied by a Corsair Captain. Focus on the lesser enemies then eliminate the captain one-on-one. Additional Corsair Veterans are occasionally cast down from the wall and the bombardment continues. Listen for the boss to yell "Fire!" and back away immediately. There are three groups in this section. The first two groups are lead by a single captain. The third group has two Corsair Captains and twice as many Corsair Veterans. Defeat them all to bring down a challenge worthy of Conan's steel.



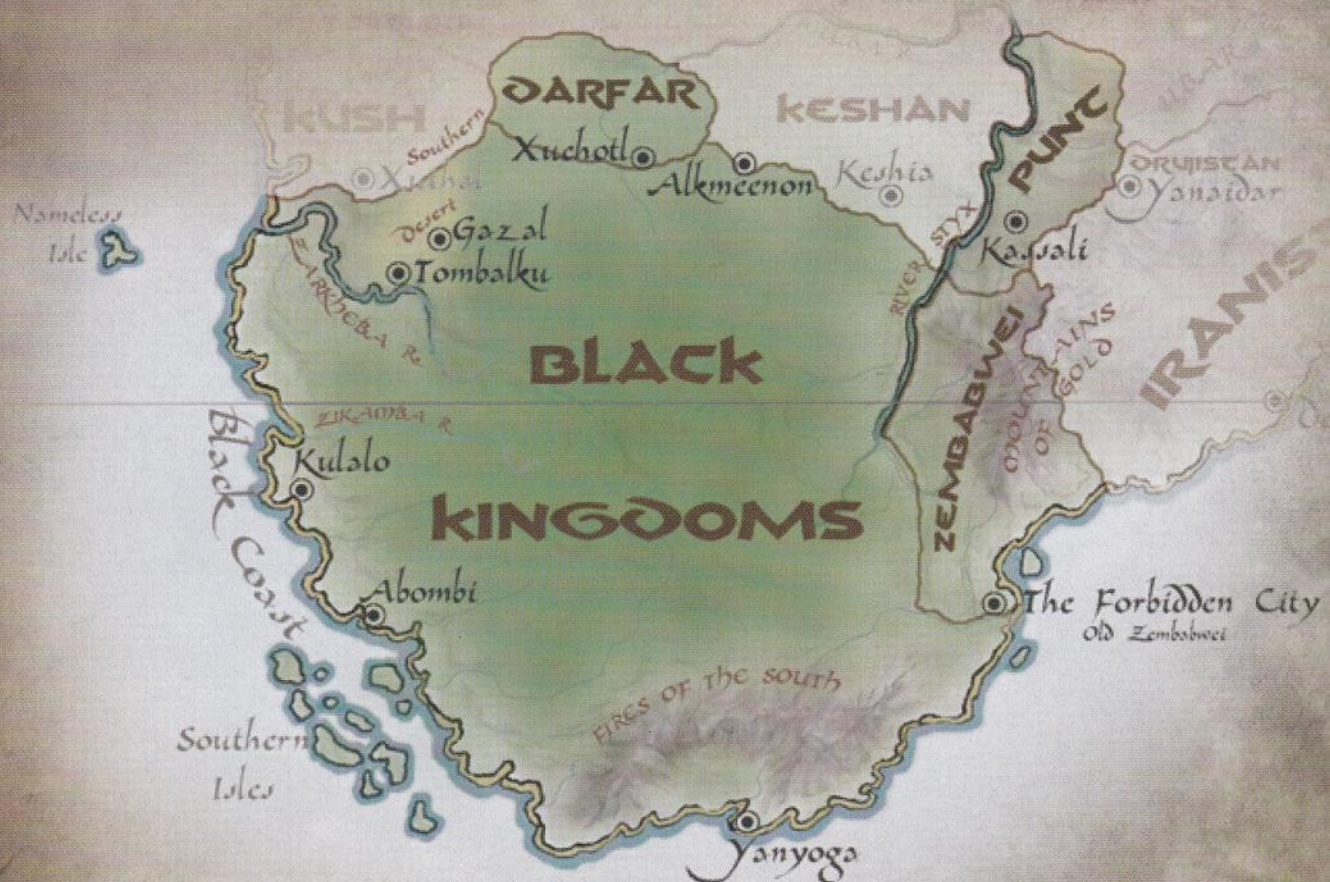
Bone Cleaver is extremely powerful and can't be thrown or stunned. His area attack can't be blocked or dodged. Conan must leap into the air to avoid the earth shattering blow. He also has a short 2-hit combo and a longer 4-hit guard breaker combo. Use a shield and stay close to him. With the shield you're able to block all of his attacks except for the devastating area attack. Bone Cleaver calls for the Corsair Archers to attack anytime Conan runs off. This can be helpful if Bone Cleaver's near the explosions, since they can damage him.

Bone Cleaver begins to glow and attack differently when his health is below fifty percent. He adds an unblockable spinning attack to his arsenal that can break through Conan's shield. This can be countered by moving clockwise around him as he begins the attack.



Switch to the two-handed weapon near the weapon racks at the back. Stop going toe-to-toe with the beast and make quick strikes. Roll away from the boss to avoid counterattack. When Bone Cleaver's health is depleted a battle action command appears when Conan is near the boss. Follow the prompts to finish the battle in true Conan fashion.





SAND VAULT

ASSAULTING THE STYGIAN



BIG CAT

Type: Special

Arms: None

Attacks: Quick Claw Combo (3-hit/blockable), Lunge Strike (1-hit/blockable), Fearsome Lunge (1-hit/guard breaker)

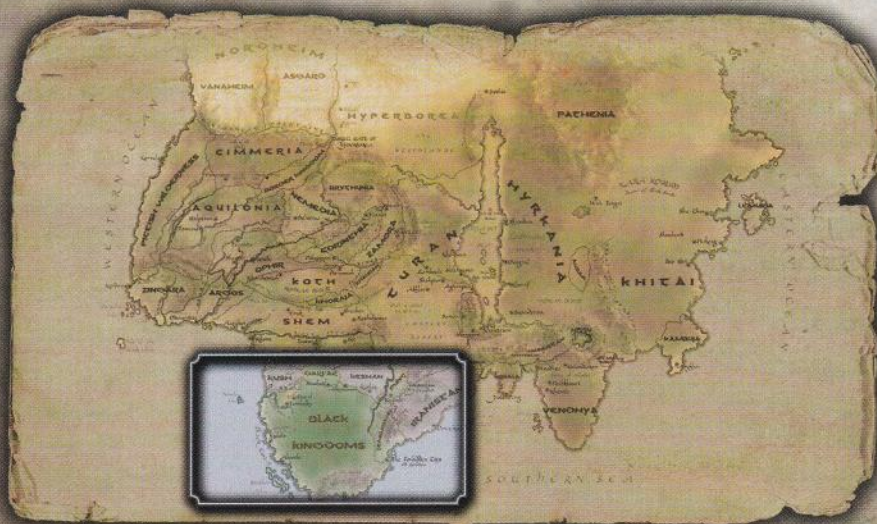
Best Weapon: Dual wield

Best Attack: Whirlwind

Big Cats are extremely fast and cannot be grappled or parried. Guard against their attacks, and then perform a quick counterattack of two quick strikes. Their eyes sometimes glow before an attack once their health is low. This attack may pin Conan to the ground triggering a battle action command. Immediately hit the button shown to finish the beast off.



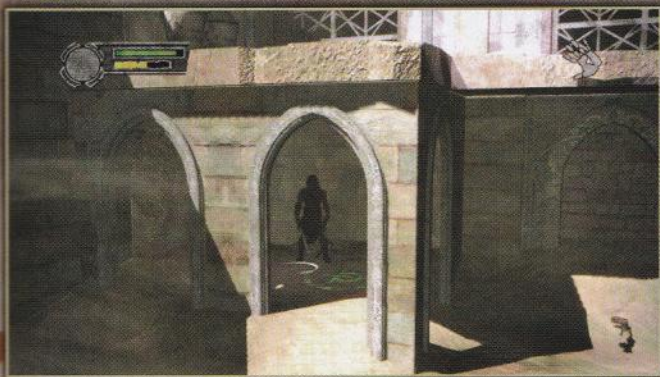
The bracer Conan collected at the end of the last mission provides a new ability at the start of this mission. The Song of Death meter is added below the health meter. The meter gradually builds whenever Conan fights well and avoids taking damage. His blades begin to sing the Song of Death when the meter reaches the top. The blade(s) glow and the damage caused by all attacks increases significantly while the song lasts. The effect can be maintained by continuing to fight well, but eventually fades if there are no enemies to fight or Conan suffers enough damage.



Follow the sandy path into the city and prepare to face a powerful Big Cat. The savage cat has quick strikes and recovers swiftly. Block and counterattack with a fast combo or two rapid hits then block again. Keep trading blows until the cat falls.

The path ahead is blocked by a large cart. Stand next to the cart and press the action button then follow the interactive action command to push it out of the way. The stone arch collapses when the cart is moved, so there's no escape... for the Stygian.

A horde of Stygian Conscripts enter the courtyard as Conan approaches. Eliminate them with fast attacks, parry kills, and grapples. Look around the area. On one side there's a small room with the first part of a green Rune Triumvirate inside. Ignore it for now and seek out the stone column on the opposite side.

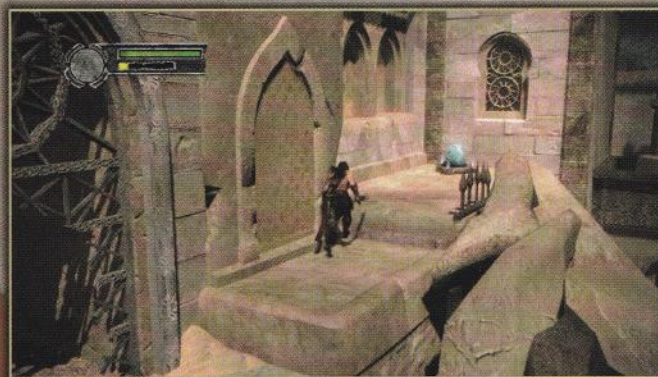


Stand next to the column's right side and press the action button and follow the interactive action command to push it over. The action creates a bridge to the ledge above and reveals the second part of the Rune Triumvirate. Go up the column for now.

There are several alcoves blocked by decorative gates. Smash through the gates to reach the items inside. Enter the far left alcove with caution, since it contains a treasure chest guarded by a Big Cat.

The third part of the Rune Triumvirate is located in the alcove to the right of the chest. Activate it then drop off the ledge and tag the next rune below. Dart over to the toppled column and leap over it to the third rune. Completing this Rune Triumvirate increases Conan's maximum health.

Follow the ledge to the right past the Save Stone and drop down to the alley below. The spear-wielding Stygian Footmen are introduced along with more Stygian Conscripts. Turn the sand red with the blood of the Stygian horde, then shove the cart out of the way at the end of the alley. Press the action button and follow the interactive action command prompts to push it aside.



STYGIAN CONSCRIPT

Type: Light

Arms: One-Handed

Attacks: Lunge Attack (1-hit/blockable), Jump Attack (1-hit/guard breaker)

Best Weapon: Dual wield

Best Attack: Savage Spin

The Stygian Conscript is the lightweight fodder of this mission. They're no threat unless they appear in a large pack.

Their guard breaking jump attack can be problematic in large groups since several enemies may attack simultaneously.



Stygian Footmen are deceptive fighters. They have melee weapons, but often attack with magic from a distance. Keep an eye on them. Any footman that suddenly backs away from the battle is preparing to shoot from a distance. Get ready to block or roll to safety.

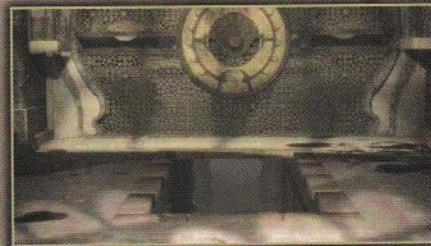
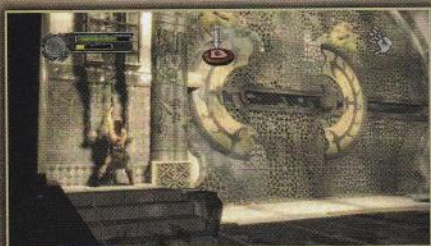


The puzzle resets if Conan takes too long. Hurry between halves or you'll have to try again. Always eliminate the enemies first to avoid frustration.



Eliminate the Stygian up ahead then approach the large gate at the back. Press the action button to grasp the gate then follow the interactive action command to force it open.

There's no obvious exit to the large room that Conan enters. The solution rests in the two amulet-like objects on the back wall. They must be brought together to form a whole circle. Look for a large chain on either side of the room at the top of a short staircase. Clear the enemies from both sides then approach the chains and press the action button to pull them. Tap the button displayed on-screen until one half of the sculpture is placed, then dash across the room and repeat the action with the second chain. When the circle is complete a staircase is revealed in the center of the area.



STYGIAN FOOTMAN

Type: Medium

Arms: Two-Handed

Attacks: Jumping Uppercut (1-hit/blockable), Spin Combo (2-hits/blockable), Magic Bolt (1-hit/blockable)

Best Weapon: Dual wield

Best Attack: Fast Strike

Footmen are meaner than the Stygian Conscripts. They can attack up close or at long range with a magic bolt. They

attempt to interrupt Conan's attacks whenever he starts a move. The footman's strikes are fast enough that it's very difficult to hit them with two-handed weapons and Heavy Strikes. You can use this tendency against the footmen: begin an attack and immediately guard before the attack truly starts. The footman reacts by dropping his guard and striking into a waiting parry attack.



"What matter?" Her voice was more musical than a silver strung harp, but it was edged with cruelty.

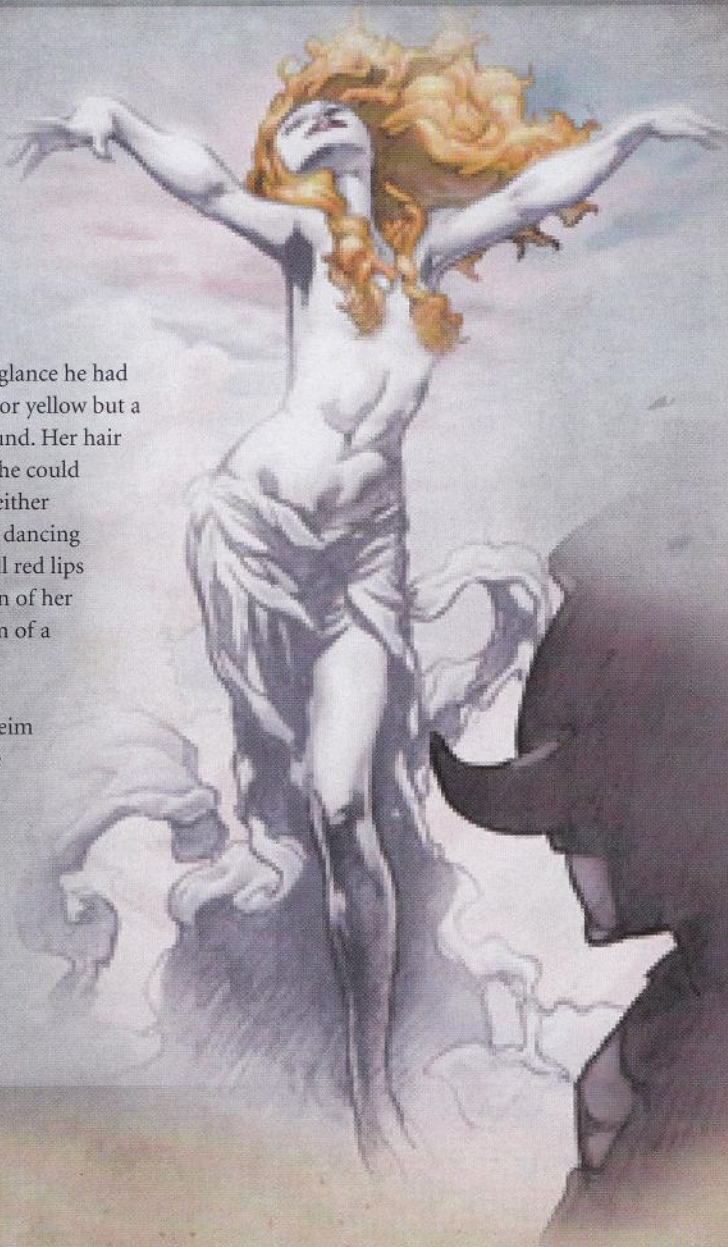
"Call up you men," said he, grasping his sword. "Yet though my strength fail me, they shall not take me alive. I see that you are of the Vanir."

"Have I said so?"

His gaze went again to her unruly locks, which at first glance he had thought to be red. Now he saw they were neither red nor yellow but a glorious compound of both colors. He gazed spell-bound. Her hair was like elfin-gold; the sun struck it so dazzlingly that he could scarcely bear to look upon it. Her eyes were likewise neither wholly blue not wholly grey, but of shifting colors and dancing lights and clouds of colors he could not define. Her full red lips smiled, and from her slender feet to the blinding crown of her billowy hair, her ivory body was as perfect as the dream of a god. Conan's pulse hammered in his temples.

"I can not tell," said he, "whether you are of the Vanaheim and mine enemy, or of Asgard and my friend. Far have I wandered, but a woman like you I have never seen. Your locks blind me with their brightness. Never have I seen such hair, not even among the fairest daughters of the Æsir. By Ymir –"

Continued on page 51



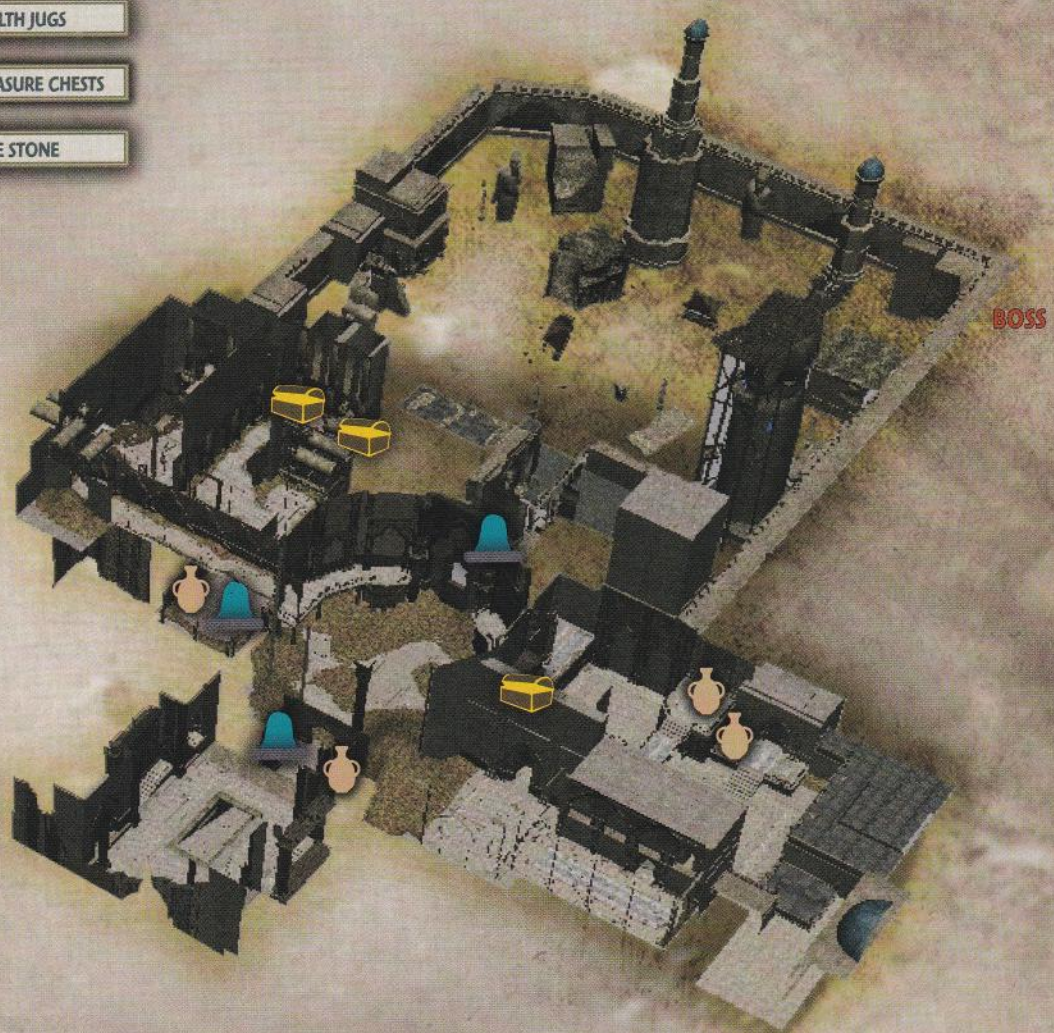
THE CAT'S MAW

The stairs lead to an area with three large lion heads set in the walls. Two Big Cats appear. Dispatch them and the door in the bottom of the right wall opens. Enter this hall and force the gate open.

Exterminate the Stygian on the lower level then climb the ledge at the back of the room. The door in the left wall can't be opened until all of the Stygian on the upper level are defeated. Use the same interactive action command to pry the door open.

The effect of the dragon's shadow on the stained glass shouldn't be missed. For the impatient, destroy the glass to get a sneak peak of the mission's boss.





The large area beyond is littered with Stygian and Big Cats. Stay near the entrance and defeat the first group and the man on the stairs to the right. Don't approach the enemies in the back until the first group is defeated. This strategy should prevent you from having to face two Big Cats and a gang of Stygian at the same time.

There are two short pillars against either wall. Stand next to the left pillar and press the action button then perform the interactive action command to shove it over. Climb onto the toppled pillar to reach the ledge above.

Immediately to the left sits a small alcove blocked by a gate. Smash the gate to reach the treasure chest inside. Go to the right end of the ledge and shove the second pillar over the edge.

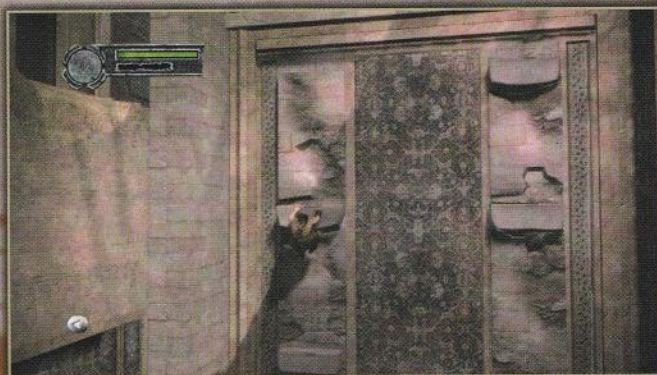
Leap down and stand next to the third pillar and perform another interactive action command to push it into place. Leap from the toppled pillar to the one you just pushed into position to reach the high walkway. Go around the corner; kill the Stygian that cower there before forcing the door open.



Kill the two Stygian guarding the lion statue at the end of the balcony. Stand below the jaw and press the action button to grab hold. Perform the interactive action command to force the jaw open and reveal the first half of a staircase. A door in the lower part of the far left wall also opens. Enter this area now.

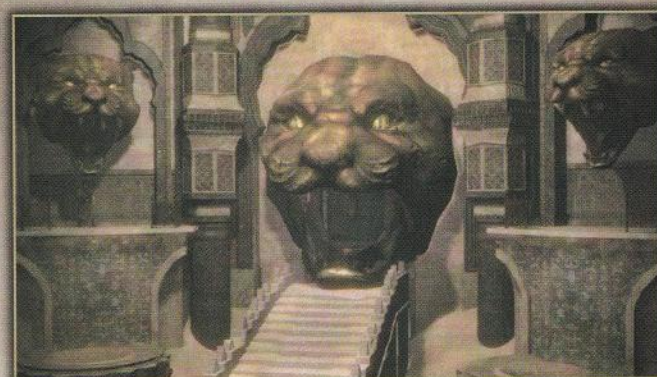
Defeat the Stygian near the entrance before using the Save Stone. Pass under the walkway to the back of the hall. It seems like a dead-end. If you inspect the back wall more closely you find small stone mantles jutting out from the wall. Stand under the first and jump up. Leap from mantle to mantle by pressing jump and pointing in the direction of the next mantle until Conan reaches the walkway high above.

Smash the gates and clear out the two treasure chests locked inside the alcoves. More stone mantles are found sticking out of the wall to the right, but there's also sand pouring from four spots in the wall. Conan must leap from mantle to mantle while avoiding the falling sand or he's swept off of the wall and into the pit below. Wait for the sandfall to stop then leap to the mantle-stones below it. Hang out until then next sandfall stops then quickly leap to the next mantle before the first sandfall can begin again. Keep going until you reach the platform around the corner. Patience is the key here. Don't try to go too quickly; it is impossible to clear more than one sandfall at a time.



React quickly; you can run and jump onto the platform while it's rising. This isn't necessary, but it does save a step.

Follow the ledge around the corner and down a tight hallway to another locked gate. Defeat the Big Cat guarding the door then force the door open. Drop down to the floor below and defeat two Big Cats. Be careful not to get between them or they will maul Conan. There are three discs set into the stones. Step on all three to cause a platform to rise next to the left wall. Promptly climb up and leap across the new platform to reach the walkway in the back.



Defeat the Stygian Footman then grab the chain at the back of the walkway and follow the interactive action command. The sandfalls on the right wall begin to pour in a different pattern when the chain is pulled to its locking position. Scurry across the room and onto the small ledge below the sandfalls. Leap from mantle to mantle to pass under the sandfalls to the open hall in the back wall. Remember to push toward the next mantle before jumping. Time each jump carefully to avoid being swept off of the wall and into the pit below. This series is faster than the previous set of jumps.

Open the door at the end of the hall then cross the walkway to the second lion's head. Stand under the jaw and press the action button to grab hold. Perform the interactive action command to force the jaw open and reveal the hidden passage through the center lion's mouth. Take a moment to save at the Save Stone then force the door open. The dragon is near.

SAND DRAGON

ARMS	None	Best Weapons	DUAL WIELD	Best Attacks	WHIRLWIND
ATTACKS	Varies				

The dragon sticks its massive head through a stone arch limiting its attack options and giving Conan nowhere to run. It has two attacks during this phase.

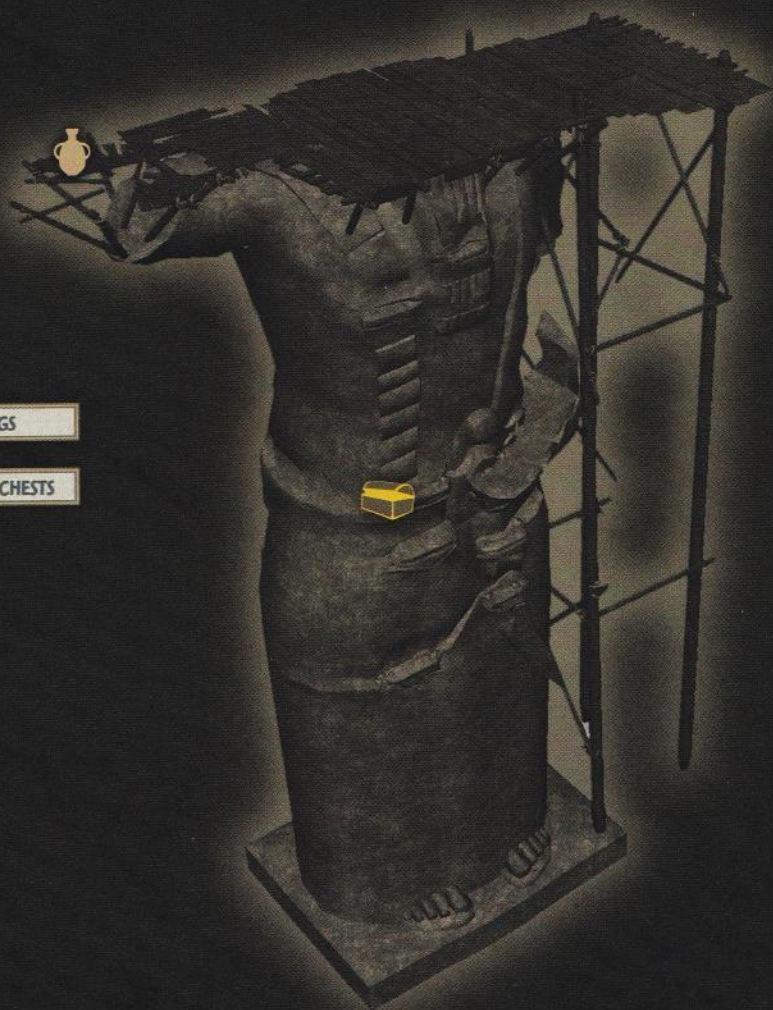
The first is a quick snapping combo, which is easily blocked. The second is a lunging combo that can shatter Conan's block unless he's holding a shield. The trick is watching for the lunging attack and avoid it. Closely watch the dragon's actions. It's preparing for the lunging snap when it pulls back and its "fins" flap. Roll backward to avoid the attack.

Try to counterattack with a quick combo after each of the dragon's attacks. Go toe-to-toe with the dragon and be ready to roll away quickly or block before the dragon attacks again. Try not to get caught in a corner as the mouth can reach to all corners of the small foyer. When the dragon's health runs out it collapses. Approach the beast and a battle action command prompt appears. Perform the actions quickly to initiate the second part of the battle. Take too long and the dragon recovers a portion of its health and must be knocked out again.



Conan lands on top of a nearby tower. Run to the left. Don't tarry, the ledges give. Rush to the left leaping from rooftop to rooftop to avoid the dragon's advance. When the path ends the second part of the battle begins.

The dragon has two new attacks in addition to the snapping attack from before. The first is a wave of fire that ripples across the rooftop. The attack is prefaced by the dragon raising its head up high. Prepare to jump to avoid the fire. Blocking does nothing.



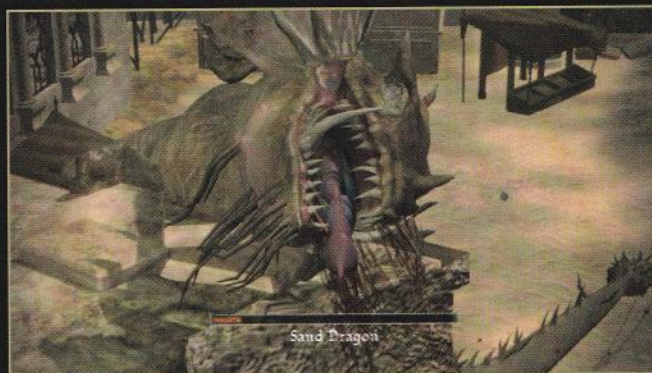
HEALTH JUGS



TREASURE CHESTS

In the second new attack the dragon whips out its tongue. Watch for a battle action command. Tap the correct button as the attack begins to pin the tongue to the ground and rattle the dragon's head.

Stay at the back of the building as far from the dragon as possible and keep your thumb between the jump and grapple buttons. Jump to avoid the fire or hit grapple to pin the tongue. There's no need to get close. Approach the beast when its health is depleted and follow the battle action command that appears to end this section of the fight. As before, Conan must act fast or the dragon recovers a bit and must be knocked out again.



Conan lands in a broken hallway with several Stygian Conscripts on the prowl. Stay to the right and quickly defeat the enemies before moving forward. When you head left the dragon begins to rip through the right end of the hallway. Rush ahead to the end where Conan is trapped between the dragon and a wall.

The dragon's approach causes the wooden planks on the wall to break and splinter. They can then be used to climb up. Leap to the top by tapping jump while pressing up. The catwalk isn't s turdy. Speed across it to the far rooftop where the dragon makes its next appearance.

The dragon's attack changes again. Now it can shoot spines from its tail and smashes its head into the roof creating a powerful shockwave. It also maintains its short biting combo from the previous variations, which can now break Conan's guard. Stay in the middle and be aggressive. Attack with quick combos and roll away whenever the dragon tilts its head to the side indicating it's about to use the biting attack. Keep up the pressure and the beast falls quickly.

The dragon is preparing to use its spine attack whenever it disappears from the battle. Stand behind one of the pillars, assuming they haven't been destroyed, to avoid the spines. The shockwave smash is prefaced by the dragon raising its head high into the air. Back off and prepare to leap away. The attack is extremely fast and difficult to dodge, so a little luck is needed.



The dragon's spines can be used as two-handed weapons. Pick one up and give the dragon a little payback.

Conan is tossed onto a tall statue when the dragon's health is depleted. Jump onto the small ledge and begin climbing the statue by leaping from mantle to mantle. Remember to point in the direction you wish to go before jumping or Conan will fall.

There's a treasure chest on the platform to the left of the fifth mantle. Grabbing it is risky but worthwhile. Leap onto the platform, open the chest, and then hastily return to the mantles before the platform collapses. Getting back onto the mantles can be tricky, but continue to push toward the statue even if you miss and Conan may grab a lower mantle.

The dragon appears again at the top of the statue. Now it slashes its tongue back and forth. The attack can be blocked, but it's a guard breaker. Stay near and to the side of the beast and the attack shouldn't be a factor.

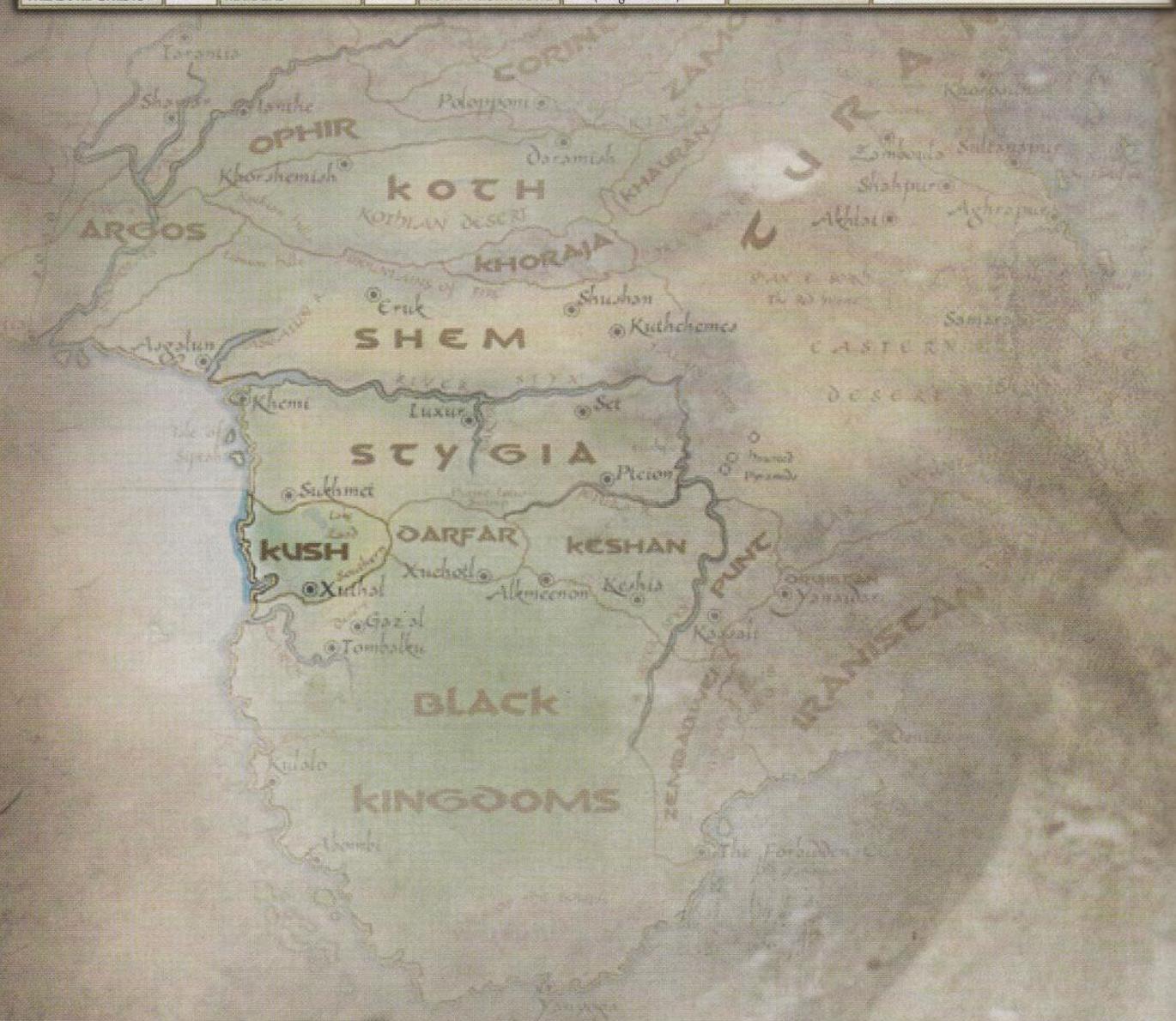
The Sand Dragon can also create the fire wave again, which is prefaced by the beast raising its head high into the air. Be prepared to jump to avoid it. The biting combo also remains. It can be avoided fairly easily by rolling away or staying in the corner near the dragon's head. Let Conan's sword do the talking. Send the Sand Dragon down the statue before attempting to mess with the wall or the crane.



Attack the wooden wall on the right when the dragon falls from the tower. Bust all the way through the wall then attack the statue's arm by pressing the action button repeatedly. It takes three swift kicks to knock the statue's arm free.

Knock the dragon from the platform again then interact with the crane on the left side. Press the action button then rotate right stick clockwise until the huge stone head rises to the top and pulls all the way to the left. This typically takes two or three tries. Always break away from the crane by tapping the action button again when the dragon returns. Push the beast back from the platform then return to the crank. When the stone is fully lifted the battle ends automatically.



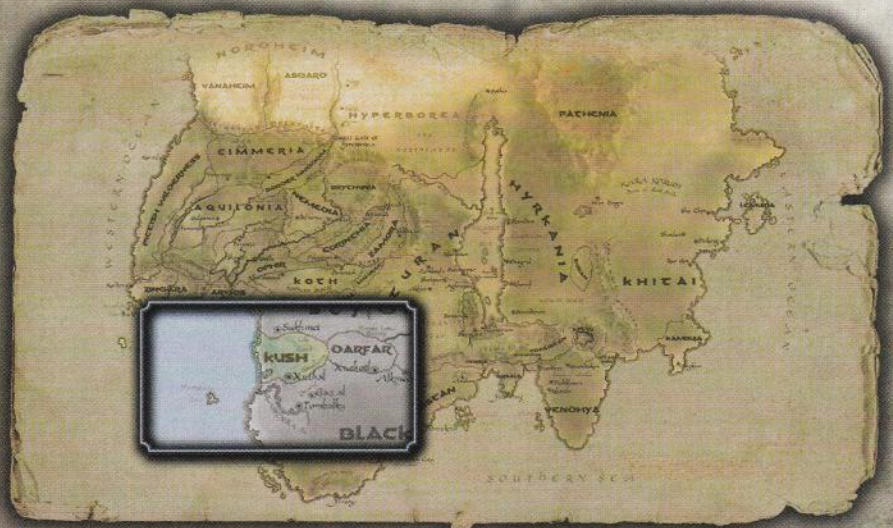


TRIBAL WARRIOR

IN SEARCH OF A'KANNA

Conan gains his first Armor Power, Stone Prison, at the start of this mission. Armor Powers are selected using the thumb pad and activated with the upper left shoulder button. Each armor power uses an amount of energy, which is measured by the new blue bar below Conan's health. More energy is gained from blue runes found by defeating enemies and smashing power stones. Stone Prison briefly encases nearby enemies in stone allowing Conan to damage them freely and possibly even shatter them.

Follow the dirt path to a destroyed camp where a Big Cat prowls. Burning logs can be pulled from the bonfires by standing next to fire and pressing the action button.



Conan can use the torch to set enemies on fire by performing the Immolation combo. Burning enemies are unable to block or attack for a few moments and may be consumed by the flames. Flammable objects like tents and huts can also be burned by standing next to them and pressing the action button while holding a flaming log.

Often times when entering an area with many tents it is more efficient to torch the tents or huts before killing an enemy. The enemies spawn from the dwellings and this prevents Conan from fighting waves of enemies.

Grab a log from the fire and climb the stone ledges at the back of the camp. A withered tree blocks stone mantles on the cliff wall. Burn the bramble by pressing the action button while standing next to it. Leap up the cliff by pressing up and tapping jump.

Defeat the Big Cat near the Save Stone then leap off the cliff around the bend. Kush Footmen are wandering the path below. Defeat them then look to the left to find huge bones blocking the road. Smash the bone wall with a boulder, or stand next to the wooden statue and press the action button then follow the interactive action command to tip it over. The statue's head can then be used to smash the bones.



KUSH FOOTMAN

Type: Light
Arms: Two-Handed
Attacks: Spin Combo (2-hits/blockable), Earthshaker (1-hit/unblockable), Jump Strike (1-hit/Guard Breaker)
Best Weapon: Dual wield
Best Attack: Black River Rage

Footmen are deadly at medium range when in groups. One-on-one they're fairly easy to rip apart with a fast attack. Use area attacks that can strike multiple enemies and always be ready to jump or roll away.



BIG CAT

Type: Special
Arms: None
Attacks: Quick Claw Combo (3-hit/blockable), Lunge Strike (1-hit/blockable), Fearsome Lunge (1-hit/guard breaker)
Best Weapon: Dual wield
Best Attack: Whirlwind

The Big Cats remain a notable threat. This time they often appear in pairs or in the company of Kushites. Use speedy combos or fast strikes to pick them apart. Tossing rocks or flaming logs at them also helps since the beasts are unable to block.



KUSH CAPTAIN

Type: Medium
Arms: One-Handed & Shield
Attacks: Rolling Combo (3-hits/Guard Breaker), Spin Combo (3-hits/Guard Breaker), Bone Wave (1-hit/Unblockable)
Best Weapon: One-Handed & Shield
Best Attack: Shield Slayer

Captains are very challenging until their shields are destroyed. Use heavy strikes to smash the shield then faster attacks to finish the enemy off. The Shield Slayer ability is extremely useful. It's fast enough to prevent the captains from counterattacking and it can destroy an enemy's shield in one hit.



The path leads to a small straw hut and the first Kush Captain. These fiends are powerful and can attack at range or up close. Smash their shields or steal them and the enemies are much easier to defeat.

Grab a log from the fire after conquering the Captain and burn his hut by standing next to it and pressing the action button. A health jug is found inside the burnt wreckage.

Continue deeper into the village and face the Kushites that approach. Far in the back are several Kush Archers. Stay behind the tree and bones in the center of the village while attacking the prowling Kushites, so the Kush Archers aren't a threat. Move in and attack the archers when the other enemies are eliminated. Stay alert when fighting a group of Kush Archers, since they may back off and resume their arrowed assault.



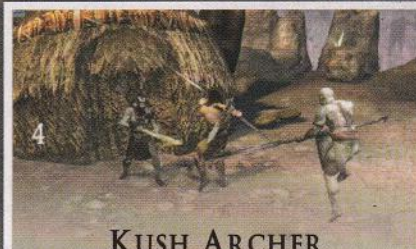
Explore a bit when the village is clear. Burn all of the huts to find a treasure chest and the first part of a red Rune Triumvirate. There's also a maiden in the back right corner and a second Rune Triumvirate near the middle on the left. Leave the two runes alone for the moment.



The exit near the back of the village on the left is blocked by bramble. Grab a log from the nearby fire and burn the sticks to the ground.

Go right toward the archer tower after destroying the bramble. Either burn the tower down or stand near the base and press the action button to grab the rope then follow the interactive action command to shatter the structure. Burning is more effective, since it destroys the tower and the Kush Archers. Pulling the rope only smashes the tower.

The area is littered with Kushites of all kinds. Take your time advancing and try to separate them. Beware of the Kush Captains that sneak into the fray, since they can bombard Conan with magic from a distance. There's more than one fire in this camp, so try to immolate some enemies with the Immolation combo or throw burning logs at them as they approach.



KUSH ARCHER

Type: Heavy

Arms: Bow & One-Handed

Attacks: Arrow Shot (1-hit/Guard Breaker), Overhead Combo (2-hits/Guard Breaker), Spin Combo (3-hits/Guard Breaker)

Best Weapon: One-Handed & Shield

Best Attack: Hyborian Head Smash

The Kush Archers are unique in that they use a bow at long range and switch to a one-handed weapon up close. It's always best to have a shield around them. They're invulnerable for a short time as they switch from the bow to the sword or back again. Beware when fighting around them. They sometimes switch back to a bow in the middle of a battle. This is especially common when fighting more than one Kush Archer at a time.



There's a health jug hiding behind a boulder next to the last tent. Make a break for it, if necessary, while tackling the Kush Archers.





Clear the area, then begin to burn down the huts. There's a treasure chest in the hut near the entrance and one in the hut near the right archer tower. Yet another can be found in the long tent at the back and the last is found in the hut near the locked gate at the back. That's a total of four treasure chests in all. The most important treasure is the Rune Triumvirate in the hut along the right side. Activate it with the action button then backtrack to the previous area and turn left to reach the second Rune Triumvirate near the rock wall. Lastly run to the back of the village near the fire and activate the last Rune Triumvirate to complete the set and increase the size of Conan's Song of Death gauge.

Once the camp is ravaged it is time to move on. Locate the bone gate on the left side. There are two levers next to the gate. Grab each lever with the action button and follow the interactive action command prompts to force the gate open. There's no time limit on opening the gate, but once Conan passes through the arch there's no turning back.



INTO THE VALLEY

Defeat the Big Cats in the path then climb the small ledges on the right side around the bend. Eliminate the Kushites ahead then interact with the wooden statues placed precariously along the ledge. Press the action button then follow the interactive action commands to knock the statues over and send their heads plummeting into the area below. Ransack the huts then backtrack to the main path

Continue down the slope and fight the Big Cats ahead. This is an excellent time to try out the Stone Prison Armor Power, since there's a power stone nearby. Bramble sits against the left wall. Burn it down then jump up the small mantles in the cliff wall to find a hidden area. There's a treasure chest on the right, a health jug, and a power stone.

Return to the main path and continue down into a small camp. Destroy the archer tower near the bone gate if you haven't done so and slaughter the Kushites. Smash the bone gate by tossing the boulder or one of the statue heads into it.



Kill the Kushites before venturing into the rope bridge clearing too far. Keep drawing the enemies back out of the Kushite Archer's range. This prevents Conan from having to face arrows, Big Cats, and Kushites all at the same time.

Grab the burning pyre on the right upon passing the gate. Toss it into the archer tower in the distance to burn it to the ground. Move down the path toward the bridge and look to the far left to find a trapped maiden and a treasure chest together. Be aware of the two Big Cats that are stalking the maiden; they show themselves shortly after you make the turn.

You can leap from the cliff to the wide open area below instead of backtracking, but the shortcut bypasses some battles and items.

Try this trick. Look off the cliff at the back of the camp and you'll see an archer tower in the distance. Grab a burning log from the fire and toss it at the Kush Archer. Conan can nail the tower even from this distance.



The bridge is out. Check the left wall for a place to climb. Leap up to the small stones stick out of the wall and tap the button shown to climb up to the tiny mantle above. Tap rapidly or Conan loses his grip and falls. Cross the wall by leaping from mantle to mantle and climbing up the small handholds. The nearby Kush Archers try to pick Conan off as he climbs so keep moving.

There's a ledge that's out of view far below Conan. It will save him if he falls and offers a health jug and a power stone.



Stand next to the boulder and press the action button then follow the interactive action command prompts. The boulder dislodges from the hill and bowls over two of the three archer towers below. Drop off the ledge and run to the opposite side. Smash the last archer tower with the pyre next to it. Enter the cave ahead and save at the Save Stone on the opposite side.

"Who are you to swear by Ymir?" she mocked. "What know you of the gods of ice and snow, you who have come up from the south to adventure among an alien people?"

"By the dark gods of my own race!" he cried in anger. "Though I am not of the golden haired Æsir, none has been more forward in sword-play! This day I have seen four score men fall, and I alone have survived the field where Wulfhere's reavers met the wolves of Bragi. Tell me, woman, have you seen the flash of mail out across the snow-plains, or see armed men moving upon the ice?"

"I have seen the hoar-frost glittering in the sun," she answered. "I have heard the wind whispering across the everlasting snow."

He shook his head with a sigh.

"Niord should have come up with us before the battle joined. I fear he and his fighting-men have been ambushed. Wulfhere and his warrior lie dead."

"I had thought there was no village within many leagues of this spot, for the war carried us far, but you can not have come a great distance over these snows, naked as you are. Lead me to your tribe, if you are of Asgard, for I am faint with blow and weariness of strife."



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THE THREE TOWERS



There's a large stone structure beyond the Save Stone on the left side of the path. Climb the steps and leap up to the ledge above. Free the maiden then return to the path and continue on toward the tall cliff in the distance.

There are three large stone rings on the ground. The first ring has three smaller rings marked with colorful runes. Stand on the yellow rune and something rises from the tower where the maiden was earlier. Backtrack and climb up the side by leaping up to the low ledge then the higher ledge on the left. Conan can then reach the top.

Two chains are found next to the pipes in the center of the tower. Pull both chains by pressing the action button and following the interactive action command until the pipes snap into place and all of the holes are aligned on one side.



Return to the three stone circles and stand on the blue rune. A second tower rises in the distance. Head down the left path and pass the bone gate on the right. Torch the archer tower in the distance with a log from the fire. Burn down both huts to find a treasure chest and a health jug. Slay any who stand in your way.

Climb the blue tower and use the chains to align the pipes of the second tower. Pull until the holes are aligned on one side and the wind begins to blow through. Beware of the enemies that have gathered at the base of the tower when you leap back to the ground.



Backtrack to the stone circles and step on the red rune. The third tower behind the bone fence activates. Tip over the statue to the left of the fence by pressing the action button and following the interactive action command. Pick up the statue's head and toss it into the fence to clear the path.



Clear the tower base of the archers, then leap up the ledges on the left side of the tower to reach the top. Pull each chain until all of the holes are aligned on one side. Three towers have now risen where the three large stone circles were found.



Go to the first raised stone circle and look for a small mantle sticking out of the front. Use the mantle to leap up to the top then run across the towers to the gate in the distance.



A horde of Kushites pour through the door as Conan approaches. If you are able to corral multiple enemies together, use Stone Prison. Use fast strikes or a shield to bring the enemies to their knees. There should be plenty of opportunities for parry kills. The speedy Shield Slayer attack is perfect for quickly demolishing the Kush Captains' shields and making them vulnerable. Savage Spin is also very effective in the tight quarters. Pass through the door at the back when the Kushites are defeated to end the mission.

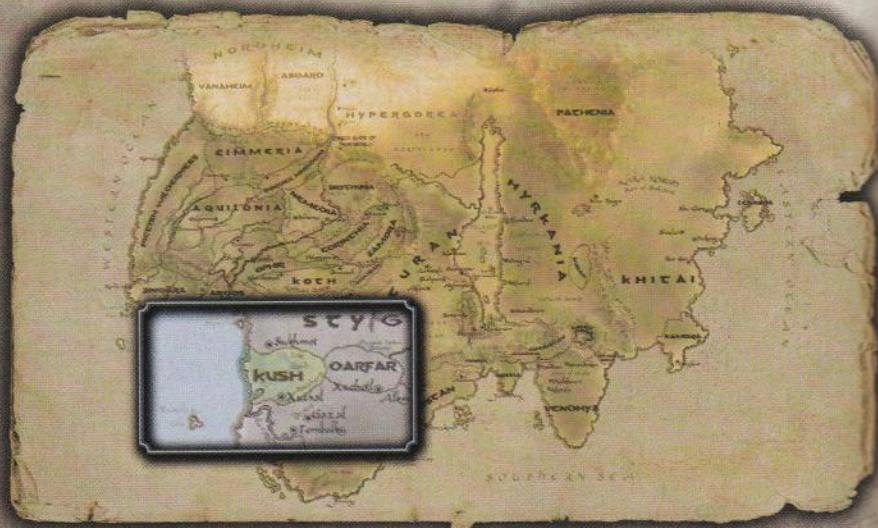




ELEPHANT GRAVEYARD

INTO THE DEPTHS

The moment you begin to travel deeper into the cave the roof begins to collapse. A huge Cave Ape drops into the room and attacks. These huge beasts are vicious and require a thoughtful strategy. Approach the enemy and roll away as it attacks. Quickly counterattack as it recovers. When its health is low it may back off then charge Conan. A battle action command prompt appears during the charge. Tap the proper button to spear the beast then execute the random command that follows to finish the battle with a devastating thrust.



Go left at the fork and clear the stalactites around the first part of a blue Rune Triumvirate. Pass it for now and climb the small ledges in the cliff wall at the end. Push the boulder on the ledge by standing next to it and pressing the action button then following the interactive action command that appears. The second part of the Rune Triumvirate is revealed where the boulder previously sat.

Activate it, then drop down to the first Triumvirate you passed. Quickly activate it and run to the spot the boulder crashed into the cave structure. The third Rune Triumvirate is here. Activate the last Rune to increase the length of Conan's Armor Power meter.



Enter the next room to find some Kushites holding A'Kanna captive. Defeat the Kushites while keeping a close eye on A'Kanna. One of the Kushites may begin to attack her. If so, immediately switch targets to draw the enemy away. Two Cave Apes enter the room when one Kushite remains. Use Stone Prison to quickly control the situation and defeat the apes. The second they are defeated a third beast appears to snatch beauty away from Conan and take her further down into the abyss.



Examine the room carefully when the enemies are defeated. There are multiple ledges. The ledge near the entrance in the left wall hides a treasure chest and a health jug. The ledge to the right of the exit contains a second health jug and some extra weaponry.



KUSH CAPTAIN

Type: Medium

Arms: One-Handed & Shield

Attacks: Rolling Combo (3-hits/Guard Breaker), Spin Combo (3-hits/Guard Breaker), Bone Wave (1-hit/Unblockable)

Best Weapon: One-Handed & Shield

Best Attack: Shield Slayer

Continue to use the Shield Slayer or Shield Strip combo to rob the Kush Captain's of their shields. They're much easier to dispatch when they can't defend. Use an Armor Power to get rid of them quickly when they're paired with a Cave Ape.



KUSH FOOTMAN

Type: Light

Arms: Two-Handed

Attacks: Spin Combo (2-hits/blockable), Earthshaker (1-hit/unblockable), Jump Strike (1-hit/Guard Breaker)

Best Weapon: Duel Wield

Best Attack: Black River Rage

Footmen may be the least dangerous opponent in this mission, but they remain formidable.

Use parry kills and fast strikes to cut them down. Beware of their unblockable area attacks when fighting a group.





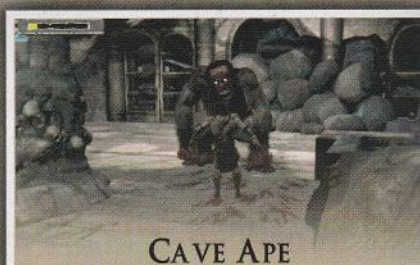
Follow the ape down the hole in the back wall. A Cave Ape explodes from the wall next to where Conan lands. Defeat it and two more appear in the distance. The Cave Ape Sorcerer stays near the back and hurls boulders at Conan. Dodge the rocks while smiting the Cave Ape, then challenge the Cave Ape Sorcerer. It fights much like the red variation except that it never triggers a battle action command.

Look for stacks of human skulls along the walls. Green Runes pop out when the grotesque pillars are destroyed. They're the perfect cure when Conan needs a little health boost.



Cut the chain attached to the bone wall then grab it with the action button to pull the wall down. Drop off of the ledge behind the wall and prepare for Kushites to attack from behind.

Eliminate the Cave Ape Sorcerer on the ramp at the back of the room. Climb the ramp to the top and a Cave Ape joins the battle. This is a good time to use Stone Prison to solidify one or both enemies and shorten the fight.



CAVE APE

Type: Special

Arms: None

Attacks: Chest Pound Combo (10+/Blockable), Arm Swing (1-Hit/Guard Breaker), Jump Attack (1-Hit/Unblockable), Charge Attack (1-Hit/Unblockable)

Best Weapon: One-Handed & Shield

Best Attack: Shield Slayer

Cave Apes are very powerful and hard to approach. Lure them into attacking then roll away and counterattack as they miss. They may charge Conan when they're low on health. Look for a battle action command to appear during the charge and immediately strike the buttons shown to bring a quick end to the battle.



"My village is further than you can walk, Conan of Cimmeria," she laughed. Spreading her arms wide, she swayed before him, her golden head lolling sensuously, her scintillant eyes half shadowed beneath their long silken lashes. "Am I not beautiful, oh man?"

"Like Dawn running naked on the snows," he muttered, his eyes burning like those of a wolf.

"Then why do you not rise and follow me? Who is the strong warrior who falls down before me?" she chanted in maddening mockery. "Lie down and die in the snow with the other fools, Conan of the black hair. You can not follow where I would lead."

With an oath the Cimmerian heaved himself up on his feet, his blue eyes blazing, his dark scarred face contorted. Rage shook his soul, but desire for the taunting figure before him hammered at his temples and drove his wild blood fiercely through his veins. Passion fierce as physical agony flooded his whole being, so that earth and sky swam red to his dizzy gaze. In the madness that swept upon him, weariness and faintness were swept away.

He spoke no word as he drove at her, finger spread to grip her soft flesh. With a shriek of laughter she leaped back and ran, laughing at him over her white shoulder. With a low growl Conan followed. He had forgotten the fight, forgotten the mailed warriors who lay in their blood, forgotten Niord and the reavers who had failed to reach the fight. He had thought only for the slender white shape which seemed to float rather than run before him.

Continued on page 66



Save at the Save Stone, then check the alcove where the Cave Ape was hiding. A maiden is fastened to the wall. A duo of Kushites come up the ramp when Conan enters the alcove, so be on guard.



Continue to explore to the left. More Cave Apes are hiding in the walls. Move forward slowly to draw them out one at a time. Also watch out for Kush Footmen that wander into the area. Another bone wall sits beyond the apes. Free the maiden trapped to the wall then cut the chain and pull the wall down.

After the next Cave Ape the room opens into a large chamber with a twisting ramp that runs through the center. Beware of Kushites sneaking up from behind as Conan enters the larger area.

Follow the left path at the fork and go to the end. Defeat the Cave Ape that bursts from the wall then examine the alcove where he once hid. The first part of a blue Rune Triumvirate is on the alcove floor. Ignore it for now, but remember the location.

Return to the fork and head toward the back of the chamber. A Cave Ape appears on the far right. Charge his position and defeat the beast. There's a treasure chest hiding behind the mutant monkey.



CAVE APE SORCERER

Type: Special

Arms: None

Attacks: Boulder Throw (1-Hit/Blockable), Chest Pound Combo (104/Blockable), Arm Swing (1-Hit/Guard Breaker), Jump Attack (1-Hit/Unblockable), Charge Attack (1-Hit/Unblockable)

Best Weapon: One-Handed & Shield

Best Attack: Shield Slayer

Cave Ape Sorcerers prefer a ranged assault, but are no joke up close. Their boulders can be blocked.

They're difficult

opponents at melee range, since their attacks have fewer visual cues than the regular Cave Ape. Force them to attack and dodge by rolling away. There is enough time to counterattack with a fast combo.



Leave the hole and go around the wall to the left. As the second part of the Rune Triumvirate appears, so does a Cave Ape. Smite the beast then look in the nook to the right of his cave to find another maiden in need of rescue. Leave the rune for the moment and climb the wall next to the maiden.

Cross the ledge to the left and fight through the apes to the boulder at the end. Press the action button while next to the boulder then follow the interactive action command. The dislodged rock rolls down the ramp and smashes the structure at the bottom.

Follow the rolling stone and enter the damaged ruin at the base of the ramp. The third part of the Rune Triumvirate is found within the pillars. First look for a chain at the back. Grab it with the action button and pull by tapping the button shown. The gate opens at the very back of the cave.



Activate the Rune Triumvirate next to the chain and dash out of the structure and to the right. The second Rune Triumvirate is straight ahead. Activate it then run toward the screen and slowly cut left. Don't go left too quickly or you may end up getting stuck on the wrong side of the rock wall. Go around the wall and then run back to the left to where the first Rune Triumvirate was located.

Backtrack to the gate in the back of the chamber. A rockslide drops a ton of boulders on the ground and two apes appear. This is another good opportunity to use Stone Prison. Defeat the apes then force open the gate by pressing action button and following the interactive action command that appears.



There's a shield and sword inside the door on the ledge before the drop off. Pick them up unless you're already carrying a sword and shield. The shield is very useful in the first half of the battle to come.

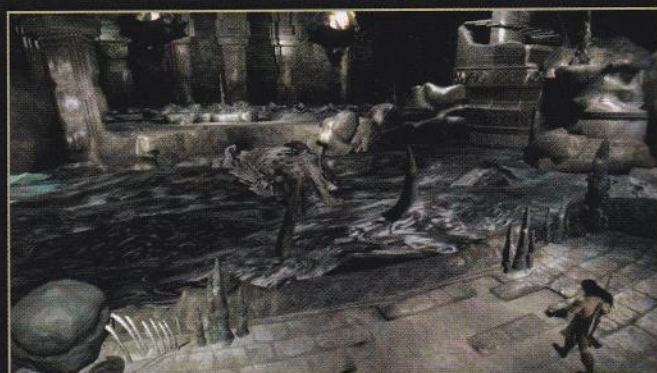
The Elephant Demon rises from the muck. It has three very powerful attacks. Its shockwave stomp is unblockable and it causes boulders to fall from the ceiling. Even if Conan dodges the shockwave he may still be damaged from the cave-in. Jump backward to avoid the blast and guard to stop the rocks.

The boss also uses a sweeping tusk attack that crosses the room from one side to the other. This attack also destroys the walls on either side of the small battlefield. It acts as a block breaker, but can be defended when using a shield.

The last attack is a blast of ghastly breath that tosses Conan back against the rocks. Don't get caught standing in front of the Elephant God and his breath won't be a factor. Conan is pushed backward throughout the attack. This may force him into the black bile, so always try to keep a solid surface behind him.

ELEPHANT DEMON

ARMS	None	BEST WEAPONS	One-Handed & Shield	BEST ATTACKS	Fast Strike
ATTACKS	Attacks: Ghastly Breath (1-Hit/Blockable), Shockwave Stomp (1-Hit/Unblockable), Tusk Sweep (2-Hits/Guard Breaker), Head Slam (1-Hit/Unblockable)				



Go to one side of the battlefield when the demon's health is depleted and it smashes the left or right wall. Run down the narrow path to a short cliff and wait for the boss to use its tusk sweep. Have Conan guard against the attack. Perform the battle action command that appears while the demon is stunned to jump onto its skull and then onto the nearby ledge. Destroy the glowing stalagmite for a quick boost of health, then cut the chain to drop a burning chandelier into the back bile. Return to center of the arena after the animation.

Repeat the battle strategy then go to opposite side and use the battle action command to reach the high ledge. Cut the second chain and get back to the center.



There's a skull pillar on each of the high ledges. Destroy the pillars before cutting the chains and they provide a small health power-up. Cut the chains first and Conan is forced off of the ledges without the benefit of the extra health.



Cross the elephant demon's broken body to where A'Kanna is held captive. The fight resumes before she can be set free. The boss' attacks change slightly. It now slams its skull into the ground to crush Conan. This is faster than the previous shockwave attack and a little harder to dodge. Watch for the boss to swing its head to the left and quickly roll away. The beast is stunned from the move long enough for Conan to pull off a lengthy combo. The demon still uses its breath attack, but the stomp attack now forces boulders to fall without creating a shockwave. Keep your shield up during both of these attacks and Conan will be fine.



There are several skull pillars stashed around the edge the screen. Explore a little to find them if Conan needs some health to finish the battle.

This last section of the battle is three parts. Deplete the boss' health once then its eyes glow red. Dodge the head slam attack (which it uses repeatedly while in this state), then perform a quick series of battle action commands to remove one tusk. The boss stands back up with a full bar of health. Spill its blood again until its eyes glow red then dodge the head slam another time. Quickly counter attack with a second battle action command to remove the remaining tusk. Then you only need to polish off one more bar of health to vanquish the demon for good.

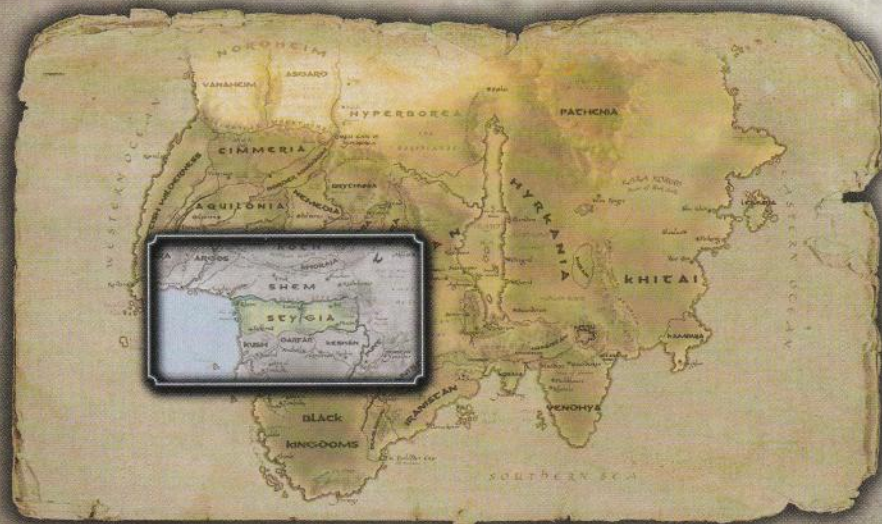


MIDNIGHT RAID

NAVAL MIGHT

Conan gains a new Armor Power at the start of the battle. Rain of Fire creates a shower of meteors that can crush a large group of enemies. The effect is much larger than Stone Prison and far more lethal. It's perfect for situations where Conan is surrounded by tough enemies.

Scale the cliffs ahead until Conan comes to a narrow ravine. Drop off the edge into the crevice and walk to the end to find a treasure chest. Activate the first part of a red Rune Triumvirate on the opposite end as you backtrack out of the crevice.



Move the boulder on the right, so Conan can reach the rocks sticking out the cliff wall. Leap to the small handholds and climb up then leap to the ledge in the distance. Make a long jump across the gap to the ledge on the opposite wall where the second part of the Rune Triumvirate waits.



Activate the second part of the Rune Triumvirate then jump to the next ledge and quickly drop down to the third part of the Rune Triumvirate on the ground before the gate. You may need to drop back into the crevice and return to the first Rune Triumvirate to restart the process if you took too long on the jumps.



Pull the chain next to the gate to open it. There's a rockslide as Conan steps beyond the arch. Pick up the stones and chuck them at the wall ahead to bust through. Open the second gate and prepare for battle.

The path leads into a large military camp full of Stygian troops. The enemy forces are primarily composed of the very familiar

Stygian Footmen, but one of the first enemies to appear is a Stygian Veteran. This wily enemy has a venomous shield attack that temporarily confuses Conan and reverses your controls. It's best to use Shield Strip to take the shield from the enemy or destroy it with Shield Slayer.

Defeat the enemies that emerge from the tents then grab a flaming log from the bonfire. Torch all of the tents along the cliffs. There's a treasure chest in a tent on the right and then two more along the back wall.



STYGIAN FOOTMAN

Type: Medium

Arms: Two-Handed

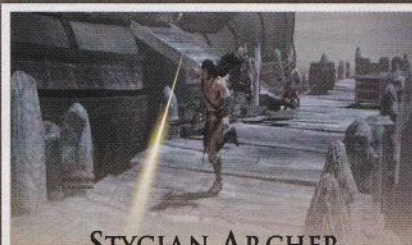
Attacks: Jumping Uppercut (1-hit/blockable), Spin Combo (2-hits/blockable), Magic Bolt (1-hit/blockable)

Best Weapon: One-Handed & Shield

Best Attack: Monkey Slam

Footmen remain a ranged threat and are even more deadly when combined with the might of a Stygian Veteran or Captain.

Eliminate them first with a fast combo like Monkey Slam or Shield Slayer then focus on the tougher enemies.



STYGIAN ARCHER

Type: Light

Arms: Bow

Attacks: Ranged Shot (1-Hit/Blockable)

Best Weapon: Any

Best Attack: Any

The Stygian Archers are equipped with flaming arrows. Lure an enemy to stand between Conan and an archer, then watch as he bursts

into flame when struck in the back. The arrows can be blocked with a shield. Archers are no threat at close range.



Do your best to save the restorative items scattered around the camp. You're likely to need them during the second pass through this area. Don't miss the Save Stone hiding on the left end.



The gate on the far left can't be opened. Go to the right gate and pull the chain next to it to force it open. Conan walks out onto a long dock with a huge warship anchored along the side.



STYGIAN VETERAN

Type: Medium
 Arms: One-Hand & Shield
 Attacks: Venom Blast (1-Hit/Unblockable), Rushing Attack (1-Hit/Guard Breaker), Spin Combo (3-Hits/Blockable)
 Best Weapon: One-Handed
 Best Attack: Shield Strip

The Stygian Veteran has a nasty venom attack that shoots from its shield. The poison temporarily confuses Conan and reverses your controls. Stand still and guard until the effect wears off or roll around to avoid attacks. It's best to use Shield Strip to rob veterans of their shields, which prevents the attack.



Approach the ship and be ready for an assault from above. Stygian Archers are parked high on the ship and well out of Conan's reach. Avoid their arrows while fighting the Stygian that exit the ship. It pays to have a shield during this battle, since there's very little room to dodge the missiles.

Walk to the end of the dock before boarding the ship. A maiden is tied to the end near a health jug and a power stone. Save her then return to the vessel.

Immediately eliminate the Stygian Archers on the upper deck then clear out the remaining enemies. There are two doors leading down into the hull. Begin with the door on the left end of the boat. Stand next to the door and press the action button to break it down. Go down the stairs and clean out the two treasure chests.

Return to the deck and enter the door at the right end of the boat. Grab a torch from the wall and walk down to the stacks of cargo. Set them both on fire then return to the deck with the torch. Ignite the cargo next to the mast and the ship capsizes.

Backtrack down the dock to the gate. Stygian are waiting for Conan's return. Defeat them then pass through the gate and back into the Stygian camp.



STYGIAN CAPTAIN

Type: Heavy

Arms: Two-Handed

Attacks: Flame Spitter (4-Hits/Unblockable), Sucker Punch (3-Hits/Guard Breaker), Overhead Chop (1-Hit/Guard Breaker)

Best Weapon: One-Handed & Shield

Best Attack: Head Pop

The Stygian Captains

are formidable

enemies. It's never a

bad idea to use an

Armor Power to take

them down. Their

combos are quick and hard to predict. The Flame Spitter

is particularly nasty. It looks much like the weaker Sucker

Punch, but it begins with two cross slices instead of the

punch. Immediately roll away when you recognize the

combo to avoid the third unblockable swipe, then run

around the enemy to dodge his flame spit. Don't lay around

if Conan is knocked down by the third hit. Get up promptly

and roll away to avoid being immolated.



Conquer the Stygian near the second gate then approach it...a Stygian Captain appears. This is a good time to use an Armor Power, since there's a power stone next to the gate. Defeat the captain then grab the chain next to the gate and force it open.

The walls in the next few areas have numerous spikes jutting out from them. Enemies that hit the spikes when knocked back or thrown are immediately impaled and killed. This is an excellent way to bring a quick end to tougher enemies.



There's a short valley with a gate at the end. More Stygian race out as Conan wanders toward the door. Slaughter the enemies and pass through the gate into another small area. There's a Stygian Captain in this group of enemies so be cautious. Burn the tent to find a health jug at any point during the battle.

Pull the chain and pass through the next gate to the second dock. The drill is basically the same as before, but without the pesky archers. However, this boat is densely packed with fierce Stygian soldiers. Conquer the Stygian that exit the boat then go to the end of the dock and save the maiden tied to a stack of cargo.



Board the ship and be prepared for a major battle. There are Stygian of every type waiting for Conan to set foot onto the ship. Gather them together and use the Rain of Fire Armor Power to obliterate them all, or pick off the weaker enemies then deal with the Stygian Captain. You may want to back off of the ship and return to the dock to split them up a bit.



There are two holds on this boat as well and cargo in each one. The doors are heavily fortified and require three action button attacks to break them down. Enter the hold on the left end of the boat and defeat the Stygian inside. Exit to the deck and collect one of the two torches from the upper deck. Return to the hold and set the cargo on fire. Also ignite the cargo next to the mast as you go past.



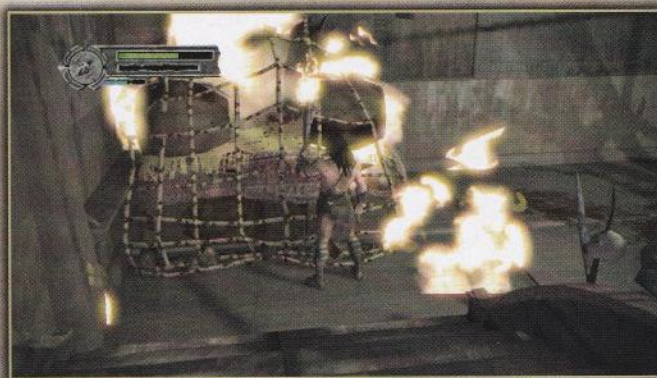
Out across the white blinding plain the chase led. The trampled red field fell out of sight behind him, but still Conan kept on with the silent tenacity of his race. His mailed feet broke through the frozen crust; he sank deep in the drifts and forged through them by sheer strength. But the girl danced across the snow light as a feather floating across a pool; naked feet barely left their imprint on the hoar-frost that overlaid the crust. In spite of the fire in his veins, the cold bit through the warrior's mail and fur-lined tunic; but the girl in her gossamer veil ran as lightly and as gaily as if she danced through the palm and rose gardens of Poitain.

On and on she led, and Conan followed. Black curses drooled through the Cimmerian's parched lips. The great veins in his temples swelled and throbbed and his teeth gnashed.

"You can not escape me!" he roared. "Lead me into a trap and I'll pile the heads of your kinsmen at your feet! Hide from me and I'll tear apart the mountains to find you! I'll follow you to hell!"

Enter the right hold and prepare for chaos. A duo of Stygian Captains and two Stygian Footmen guard the cargo. Use another Armor Power to even the odds. Otherwise pick off the footmen immediately and try to get some separation between the captains. Use the Head Pop combo to eliminate them with ease. Collect the treasure chest in the corner then gather the second torch from the upper deck. Light the last of the three cargo piles and return to the main deck to exit the ship and watch it burn.

If you don't have a torch handy, you don't necessarily have to back track to torch the ship. It is quite satisfying to use the fire breath of a Captains to ignite the cargo and burn the boat.



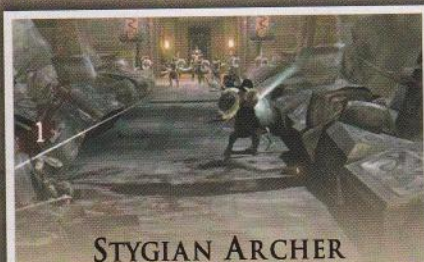
Her maddening laughter floated back to him, and foam flew from the barbarian's lips. Further and further into the wastes she led him. The land changed; the wide plains gave way to low hills, marching upward in broken ranges. Far to the north he caught a glimpse of towering mountains, blue with the distance, or white with the eternal snows. Above these mountains shone the flaring rays of the borealis. They spread fan-wise into the sky, frosty blades of cold flaming light, changing in color, growing and brightening.

Continued on page 72



OUTPOST

BREACHING THE FORTRESS



STYGIAN ARCHER

Type: Light

Arms: Bow

Attacks: Ranged Shot (1-Hit/Blockable)

Best Weapon: Any

Best Attack: Any

It always pays to have a shield whenever there are archers near. It allows

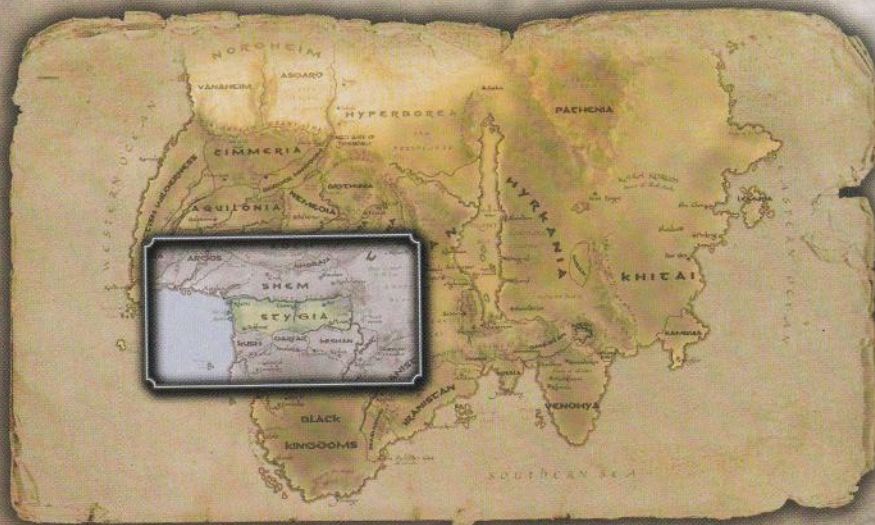
Conan to block incoming arrows while continuing to fight.

Watch out for archers that hang back in large enemy groups. Rush in and deal with them first, so they aren't pelting Conan during his attacks when his guard is down.



Travel up the path to the first guard post near the fortress wall. Defeat the Stygian Footmen then collect the treasure chest at the back of the camp.

Run along the fortress wall and punish the Stygian Veterans near the gate. Pass the gate to find a long dock. Walk to the end of a dock where a treasure chest is guarded by a Wyvern. Beware of more Stygian walking down the dock from the fortress gate. They're likely to pin Conan between them and the Wyvern.



Climb the crates at the end of the dock and a few more Wyvern appear. It isn't necessary, but it does mean a few extra red runes.



Return to the gate and break it down with three swift action button kicks. Enter the large courtyard and begin clearing out the Stygian Footmen. Beware of ranged attacks from those on the opposite side of the area. A Stygian Captain and Veterans pour through the far gate when the last Footman falls.

Here's another good opportunity to use an Armor Power. Hold off until absolutely necessary, since there are two waves and the second wave is harder than the first. With a lot of skill and a little luck it won't be necessary. Smash the earthen vases around the perimeter if you need a smidgen of health to keep kicking until the end.



There are two parts of a Red Triumvirate in the courtyard. The first is near the back wall on the left side. The second is along the right wall near the screen. The third can't be seen, but it's just through the door in the back right corner. Activate the first part of the Rune Triumvirate, then quickly run and activate the second. Pass through the door in the back right corner and finish the sequence with the third to increase the size of Conan's Song of Death meter.

You must complete the Rune Triumvirate BEFORE knocking over the serpent statue in the near right corner. The statue covers up the second rune when it falls onto its side and can't be moved again.

STYGIAN FOOTMAN

Type: Medium

Arms: Two-Handed

Attacks: Jumping Uppercut (1-hit/blockable), Spin Combo (2-hits/blockable), Magic Bolt (1-hit/blockable)

Best Weapon: One-Handed & Shield

Best Attack: Monkey Slam

The Stygian Footman remains a threat when paired with other enemies. They should always be eliminated prior to challenging any Captains. Simple combos work best and prevent them from interrupting Conan's attack.



WYVERN

Type: Special

Arms: None

Attacks: Bite Combo (3-Hits/Blockable), Venom Spit (1-Hit/Unblockable)

Best Weapon: Dual wield

Best Attack: Whirlwind

Wyverns typically fly in from the side, so they're often initially out of reach. Run a short distance away from them to help draw the creatures within Conan's range. Their basic attack is very easy to defend. Occasionally they spit venom that can temporarily stun Conan. This always triggers a battle command that can defeat a Wyvern in one hit.





Go to the front right corner after completing the Rune Triumvirate. Stand next to the nearest serpent statue and press the action button then follow the interactive action command to push it over. Climb across the toppled statue and hop up to the top of the standing statue. Conan can then reach the ledge above.

The path curves around and into a large canyon infested with Wyvern. Knock them out of the air and check the back of the canyon to locate a treasure chest.



Check the left canyon wall for small mantles that can be latched onto. Begin to scale the wall to reach the bridge above. Halfway up you should see a ledge off to the left. Leap over to it to find another Wyvern and a treasure chest. Return to the wall and finish the climb after collecting the loot.



STYGIAN CAPTAIN

Type: Heavy

Arms: Two-Handed

Attacks: Flame Spitter (4-Hits/Unblockable), Sucker Punch (3-Hits/Guard Breaker), Overhead Chop (1-Hit/Guard Breaker)

Best Weapon: One-Handed & Shield

Best Attack: Head Pop

The Captains remain the most challenging of foes. Trade blows with them, but roll away after attacking to avoid a counterattack.

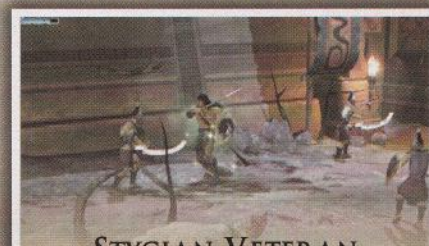
If Conan avoids the guard breakers they aren't too difficult. Remember to get up quickly when knocked down to avoid their fire attack.



There's a short ledge a few feet below the bridge where Conan pauses on the way up. Inspect the left end of the ledge to find yet another treasure chest before hopping up to the main road.

Defeat the Stygian Veterans near the building, then break down the door with the action button. Inside you find a maiden chained to the wall, some restorative items, and a Save Stone.

Cross the narrow bridge toward the gate in the distance. The entrance is heavily guarded by Stygian soldiers. Beware of the Stygian Archers hanging out in the back in combination with the Stygian Footman. Their combined ranged attacks can be problematic. Bust through the lines and eliminate these threats quickly. This is an excellent time to use Rain of Fire. The enemies are tightly packed into a small space and extremely vulnerable to that particular power.



STYGIAN VETERAN

Type: Medium

Arms: One-Hand & Shield

Attacks: Venom Blast (1-Hit/Unblockable), Rushing Attack (1-Hit/Guard Breaker), Spin Combo (3-Hits/Blockable)

Best Weapon: One-Handed

Best Attack: Shield Strip

Veterans are still as bothersome as ever.

Beware of their venom attacks. Remember to remain still until the effect wears off and

try to demolish their shields with attacks like Shield Slayer or Shield Strip. They're no tougher than a Stygian Conscript once their shields are removed.



Force open the door by standing next to it and pressing the action button then following the interactive action command that appears. There are two waves of Stygian in the next room. Make good use of the many objects around the edge of the room. There's plenty to toss at the enemies and a fair amount of earthen vessels that can restore bits of Conan's health.



Pass through the gate and down a short hall to another room with two exits. Break through the door on the right first. Defeat the Stygian Captain inside the small room then free the maiden chained to the wall and collect the goods from the treasure chest on the opposite side. Return to the previous room and use the chain on the opposite wall to open the second exit.



Conan enters a much larger room housing Stygian Veterans. A Stygian Captain and Stygian Footmen enter the fray once the Veterans have been wiped out. Furniture and decorative vases line the room. Use them to crush enemies from a distance and for small health boosts when needed. Break down the right door when the room is secure.

Above him the skies glowed and crackled with strange lights and gleams. The snow shone weirdly, now frosty blue, now icy crimson, now cold silver. Through a shimmering icy realm of enchantment Conan plunged doggedly onward, in a crystalline maze where the only reality was the white body dancing across the glittering snow beyond his reach – ever beyond his reach.

He did not wonder at the strangeness of it all, not even when two gigantic figures rose up to bar his way. The scales of their mail were white with hoar-frost; their helmets and their axes were covered with ice. Snow sprinkled their locks; in their beards were spikes of icicles; their eyes were cold as the lights that streamed above them.

"Brothers!" cried the girl, dancing between them. "Look who follows! I have brought you a man to slay! Take his heart that we may lay it smoking on our father's board!"

The giants answered with roars like the grinding of ice-bergs on a frozen shore and heaved up their shining axes as the maddened Cimmerian hurled himself upon them. A frosty blade flashed before his eyes, blinding him with its brightness, and he gave back a terrible stroke that sheared through his foe's thigh. With a groan the victim fell, and at the instant Conan was dashed into the snow, his left shoulder numb from the blow of the survivor, from which the Cimmerian's mail had barely saved his life. Conan saw the remaining giant looming high above him like a colossus carved of ice, etched against the cold glowing sky. The axe fell, to sink through the snow and deep into the frozen earth as Conan hurled himself aside and leaped to his feet. The giant roared and wrenched his axe free, but even as he did, Conan's sword sang down. The giant's knee bent and he sank slowly into the snow, which turned crimson with the blood that gushed from his half-severed neck.



Continued on page 79

The next room contains a pair of Stygian Veterans and Stygian Footmen. The Footmen stand at the back of the room and fire magic at Conan while the Veterans do the dirty work. Attack the Footmen immediately to draw them into the fight and eliminate them, or keep the Veterans between Conan and the Footmen so the shots slam into the Veterans instead. Free the two maidens tied to either side of the room when the battle is over then open the door at the back by pulling the chain next to it.

There's another Stygian Captain in the next room and a pair of Stygian Archers at the top of the steps. Stay on the left end of the room while fighting the Captain to avoid coming within range of the archers. Some Stygian Veterans may also join the fight. There's a health jug on the upper ledge if Conan needs a health boost. Give the right door three swift kicks to break it down and continue out into the courtyard.



Many Stygian converge on the bonfire including two Stygian Captains. Quickly eliminate the Stygian Footmen and Veterans, then turn on the Captains. They can be fought separately so long as you remain near the entry while fighting the first. Free the two maidens tied around the bonfire and take note of the blue Rune Triumvirate near the entrance.

Walk to the back of the courtyard near the towering catwalk. The second Rune Triumvirate is there next to a serpent statue. Do not push the statue over until you've activated the Rune Triumvirate. Walk under the catwalk to the left and go to the very back to find the third part of the Rune Triumvirate. Activate it then race back to the second and first. Conan's Armor Power meter increases.

Push over the serpent statue next to the second part of the Rune Triumvirate. Climb onto the broken statue and leap from the end up to the edge of the catwalk. Go around the corner and hop up to the platform near a health jug. Run around the catwalk to the end where it seems to dead-end. Make a long jump from the end of the catwalk to the stone ledge in the background to the left of the Save Stone. Drop down the catwalk tower over the Save Stone and take a moment to save the game.





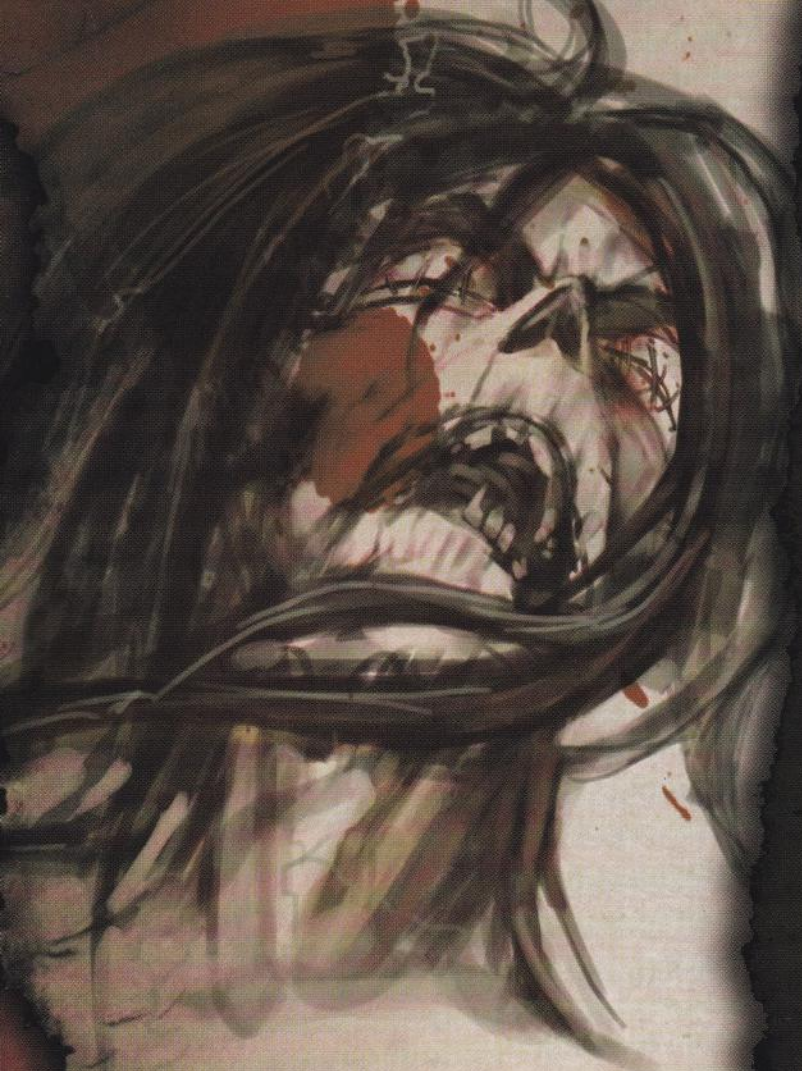
Move around the corner and push over the pillar that's waiting there. Climb over the wreckage and Wyverns attack. They're out of reach at first, so guard carefully and wait for them to come within attack range. Defeat the winged menace then run off the right side of the screen. A hidden area containing a maiden and a treasure chest is here. Return to the left, climb up to the door above, and force it open.

Stygian Veterans are waiting inside the door. Vases are gathered on the left side of the room. Use them to pelt the Veterans into submission. Clear the treasure chest next to the ramp before ascending. There are more Veterans and Stygian Footman on the way to the top.



The ramps end at a large stone structure. Push the stone around until it locks into place and rises into the air. Trample the Stygian Captain and Veteran on the opposite side then walk to the steps at the back and leap across the gap. Jump to the right to the scaffolding and hop up to the very top. Bound over the small gap and climb the final tower until Conan is standing on the building's roof. Defeat the Stygian and prepare for the real battle.





CHIMERA, SORCERESS QUEEN

ARMS	One-handed	BEST WEAPONS	Dual wield	BEST ATTACKS	Black River Rage
ATTACKS	Staff Combo (4-Hits/Unblockable), Stab (1-Hit/Unblockable), Nova (1-Hit/Unblockable)				

The first part of the battle is about defense. Stand close to Chimera and defend. She attacks in one of two ways. Either she performs three quick strikes with the end of her staff and follows with an unblockable sweep, or she raises her staff into the air and performs an unblockable jab.

Guard until she begins an attack. Roll backward when she strikes with the end of her staff and the final sweep should miss and give Conan a chance to counterattack. Roll toward the boss when she raises her staff over her head and the poke should miss by a wide margin. You can then counterattack her from the side.

Check the edge of the rooftop for health jugs. It's difficult to drink from a jug during the middle of this battle. Ensure that the boss or her minions are as far away as possible before picking the jug up. Conan may have just enough time to refresh his health before the enemies can reach him.

Chimera returns to the basin in the back when her health runs out. She revives the fallen Stygian by turning them into Zombies. Use grapple attacks and quick combos to defeat them. The boss shoots beams of energy while you're busy dismembering the Zombies. Her attack pattern is very simple. She shoots two beams down the center then creates a "V" angling to the corner of the rooftop. Stay to the outside for the first attack and get to the inside for the second attack. The beams are unblockable and must be avoided.





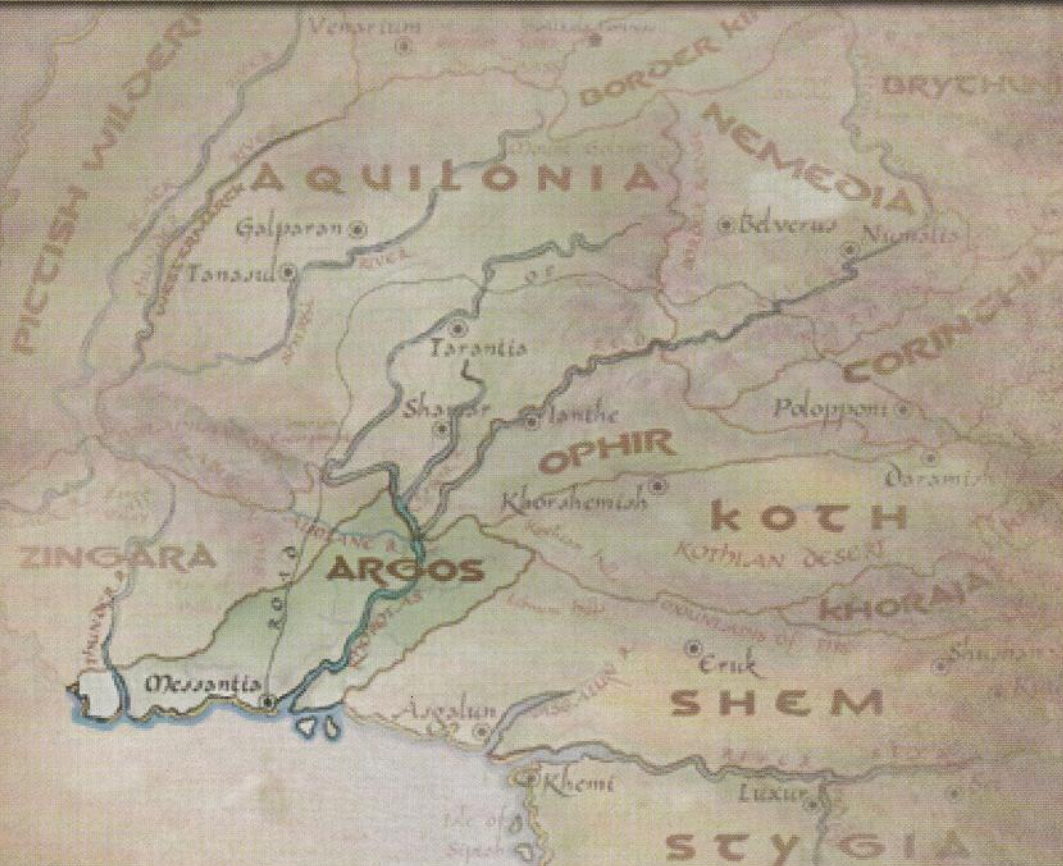
When the Zombies are gone she climbs back down from the basin and resumes her attack. Beware of a potential area attack at the beginning. Back off and watch for her to raise her staff high into the air. When it crashes down it creates an enormous explosion. Leap over the fire ring then hop the smaller fireballs or weave between them. After the initial attack her attack pattern returns to normal, but she can perform the fire nova attack again at any time. It's difficult to tell the difference between the jab and the nova, but the nova attack animation is longer giving Conan more time to prepare.



She returns to the basin again when her health is depleted and the Zombies return to life. Stay as far away from the basin as possible so you can see the boss' actions. She shoots energy across the back from right to left and then from left to right. Run toward the basin to avoid the attacks. Then she shoots a beam away from the basin to the back of the roof. This can be avoided by running to either side. Toss the Zombies around while avoiding her attacks. When they're defeated the boss falls back onto the rooftop.



The roof is covered in the black bile. Quickly get to the rocks on the left side of the screen. Conan can barely walk while in the bile. Leap from rock to rock over the boss' attacks to get close to her. When Conan gets near, a battle action command appears. Enter the commands as they appear to finish the battle. Fail and Conan is tossed across the roof and must approach the witch again.



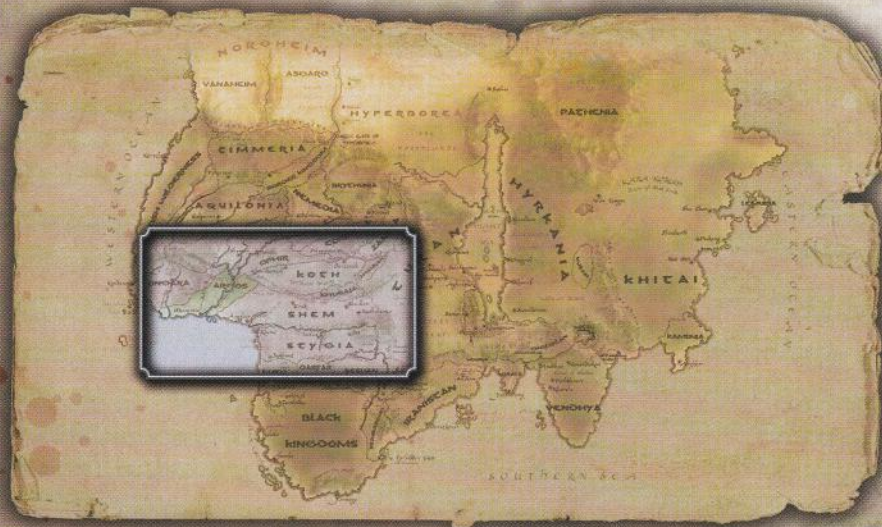
DEVIL ISLAND

THROUGH THE VALLEY

Conan gains a new Armor Power at the start of this mission. The shoulder armor grants the Raven Plague power, which creates a large flock of ravens that pick enemies to pieces. It's great against a group or one large enemy, and can rack up a huge combo in seconds.

Scale the cliff ahead and beware of falling rocks. Move quickly or the boulders may knock Conan off of the wall. Follow the path at the top to the left. There a second path running along the opposite cliff wall. Stick to the initial path until it winds around to a small nook where there's a treasure chest. Backtrack to the second path and drop over the gap.

Defeat the Wyverns at the end of the path then climb up the rock wall to reach the ledge above. Pause before the final mantle in the wall and let a pair of boulders drop past before continuing. Leap from the large ledge to the path on the right side of the canyon.



More Wyverns attack as Conan lands on the new path. Avoid performing combos too close to the edge or you may accidentally walk off, falling to the jagged rocks below. Scale the wall ahead and be prepared for another landslide. This time the rocks fall in several spots. Rapidly climb up the first two spots then pause to let a stone fly past before quickly completing the last pair of jumps.



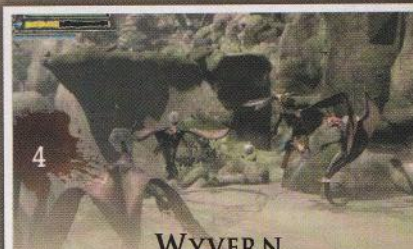
Conquer the Wyverns on the ledge ahead and jump back to the left side of the canyon. The landslides are getting worse as Conan moves further into the gorge. Guard anytime the earth shakes and the falling boulders should bounce harmlessly off Conan's weapon or shield. Carefully leap back to the right at the end and save at the Save Stone before moving on.

STORMING THE ARGOSSEAN FORTRESS

The path leads to a tower with two Argos Archers. Drop down and catch them by surprise. Fall from the tower and challenge the Argos Conscripts below before going down the stairs and eliminating the next pair of archers. There's a lever on the back wall. Pull it to open part of the main gate.

Drop down to the dock around the main gate. Explore the dock and eliminate the Argos Archers immediately. There are numerous Argos Conscripts among the archers and

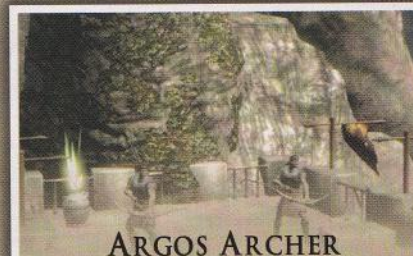
reinforcements appear as Conan fights. The conscripts aren't too challenging on their own, but in a group the combination of their block breakers and quick combos can pin Conan down and chew through his health in seconds. Stay defensive and use parry kills to speed through the enemy contingent.



WYVERN

Type: Special
Arms: None
Attacks: Pecking Combo (3-Hits/Blockable), Venom Blast (1-Hit/Unblockable)
Best Weapon: Dual wield
Best Attack: Black River Rage

Draw these flying beasts to Conan by running away from them. Nearly any weapon and combo works, but they counterattack heavy strikes from two-handed weapons. Stick to faster attacks or smaller weapons. Watch for their venom blasts that trigger battle action command. React quickly and you defeat the enemy with a tail slam.

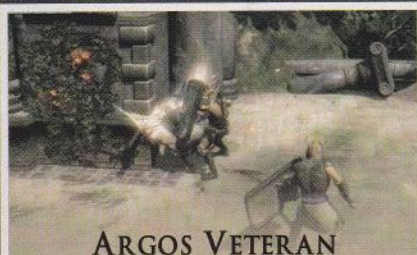
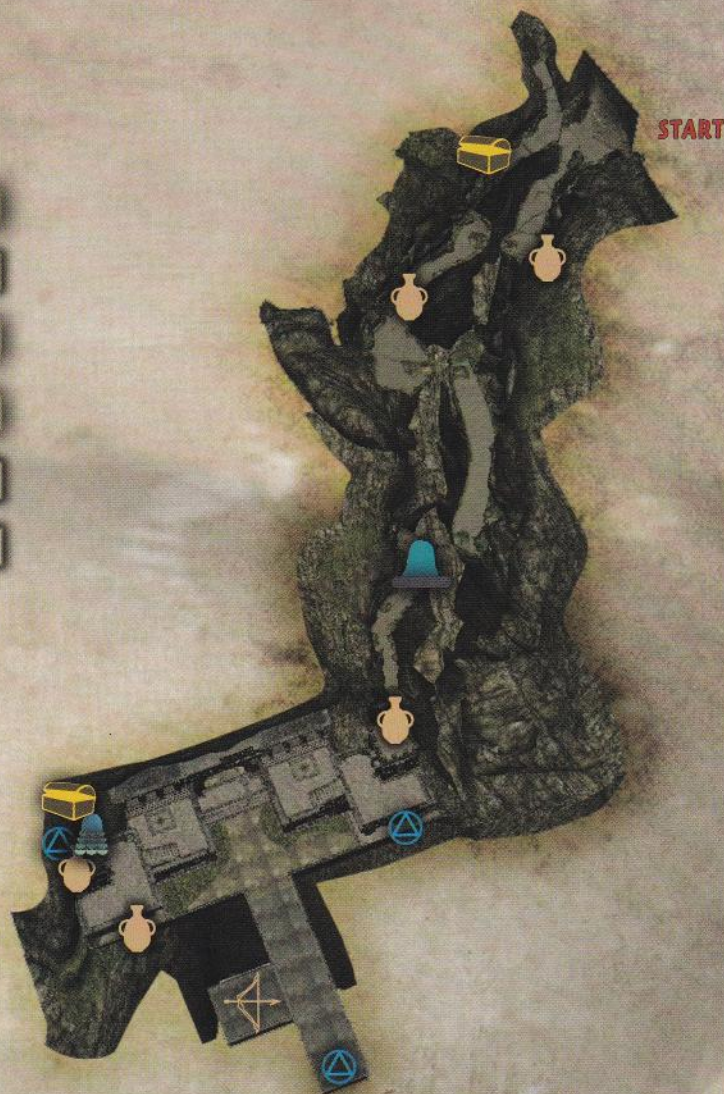


ARGOS ARCHER

Type: Light
Arms: Bow
Attacks: Explosive Arrow (1-hit/Guard Breaker)
Best Weapon: One-Handed & Shield
Best Attack: Any

The Argos Archer has an explosive tipped arrow that blows up after a few seconds. Get away from them even if they miss Conan. If the arrow penetrates the Cimmerian's defenses remove them quickly or they explode in Conan's chest causing serious damage. A shield can block the arrows and diffuse them. Always deal with archers first when they appear in an enemy party.





ARGOS VETERAN

Type: Medium
 Arms: One-Handed & Shield
 Attacks: Shield Toss, Shield Charge (1-Hit/Unblockable), Defensive Combo (3-Hits/Guard Breaker), Overhead Strike (1-Hit/Guard Breaker)
 Best Weapon: One-Handed & Shield
 Best Attack: Shield Slayer

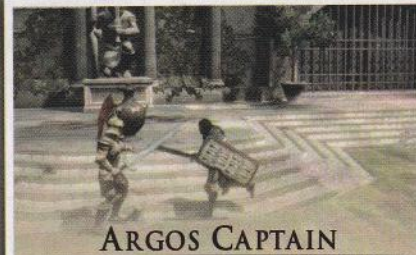
The footman is one of the nastiest enemies you encounter throughout the game. Spikes protrude from its shield at the end of combos or when threatened by a heavy strike. Hitting the spikes damages Conan, so you must be very careful and think before attacking. It's best to use the Shield Slayer combo to smash the enemy's shield. Two combos typically do the job. You can also attempt to steal the enemies shield with Shield Strip, but only if the enemy is already off balance from another attack.



ARGOS CONSCRIPT

Type: Medium
 Arms: One-Handed
 Attacks: Overhead Strike (1-Hit/Guard Breaker), Double Strike (2-Hit/Blockable)
 Best Weapon: Dual wield
 Best Attack: Cimmerian Cyclone

One-on-one the Conscript is no match for Conan. They only become a threat in large groups or when paired with tougher enemies like Argos Veterans or Captains. Their guard breakers can split Conan's defenses and leave him vulnerable to a flurry of attacks from other enemies in the area. Use speedy attacks or those with wide swings to cut through the pack rapidly and reduce the threat.



ARGOS CAPTAIN

Type: Heavy
 Arms: Two-Handed
 Attacks: Captain Combo (4 to 6-Hits/), Stun Kick (6-Hits/Unblockable)
 Best Weapon: One-Handed & Shield
 Best Attack: Hyborian Head Smash

Captains are the ultimate threat in the Argos forces. Be aggressive and attack with a quick combo then roll away to avoid the counterattack. Never attempt to block. The Captain's stun kick combo breaks Conan's guard. The Captain then latches onto Conan's feet with a whip. The whip triggers a series of four battle commands, which can be used to break free and reverse the attack.



Clear the end of the dock of any Argos Conscripts that remain and locate the ballista along the side. Arm the weapon and shoot bolts into the statues near the gate. There's one on the right and two on the left. Argos soldiers appear as Conan destroys the statues, so it may be necessary to pause for a moment and deal with them. You can also try to destroy them with the ballista as they appear. Turn the ballista toward the sea when the statues are eliminated and put one last bolt into the stack of cargo at the end of the pier.

Reinforcements appear when the correct statue on the left side is destroyed. Load the ballista quickly and you can put a second shot into the statues base. The resulting explosion typically eliminates at least three Argosseans as they emerge.



Inspect the ground where the stacked cargo once stood to find the first part of a blue Rune Triumvirate. Leave it and go toward the gate. Take a right and go to the end on the lower section near the sea. Hop over the broken statue and check the alcove for the second part of the Rune Triumvirate. Leave this one alone too for now and go to the broken statue on the right side that's next to the vine-covered wall. Climb up to the ledge above and prepare to face the well-armored Argos Veterans. Defeat them, then climb up the left building by leaping up the mantles on the near side. A health jug, a power stone, a treasure chest, and the third part of the Rune Triumvirate are found at the top.

Argos Veterans are nasty enemies. Spikes protrude from their shields to counter heavy strikes and at the end of some combos. Use fast strikes that lead to heavy strikes to destroy the enemy's shield. It's best to use an Armor Power when facing numerous footmen.

Activate the third part of the Rune Triumvirate and quickly drop back down to the dock. Speed out to the end of the dock and activate the first part. Return to the right side of the area and hop over the broken statue's base to get to the second and final piece. You might have to do this multiple times to actually succeed; if so, always start on top of the tower. It is the only way to activate all of the Rune Triumvirate. Return to the top of the shortest building on the left and look for a second lever. Pull the lever to open the second half of the gate.



Conan wheeled, to see the girl standing a short distance away, staring at him in wide-eyed horror, all the mockery gone from her face. He cried out fiercely and the blood-drops flew from his sword as his hand shook in the intensity of his passion.

"Call the rest of your brothers!" he cried. "I'll give their hearts to the wolves! You can not escape me –"

With a cry of fright she turned and ran fleetly. She did not laugh now, nor mock him over her white shoulder. She ran as for her life, and through he strained every nerve and threw, until his temples were like to burst and the snow swam red to his gaze, she drew away from him, dwindling in the witch-fire of the skies, until she was a figure no bigger than a child, then dancing white flame on the snow, then a dim blur in the distance. But grinding his teeth until the blood started from his gums, he reeled on, and he saw the blur grow to a dancing white flame, and the flame to a figure big as a child; and then she was running less than a hundred paces ahead of him, and slowly the space narrowed, foot by foot.



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Enter the gate and turn left immediately. There's a small alcove at the end containing an imprisoned maiden. Save her then return to the right side and the base of the ramp. Grab a shield from the rack if you don't already have one and head up the ramp.



Spiked balls roll down the ramp in groups. Conan can jump over them or protect himself with a shield. The shield is preferable while attempting to battle Argos Veterans along the way. The rolling spiked balls can hurt the Argosseans as much as they can hurt Conan. They prove to be a huge help against the shielded enemies. React quickly after the balls roll past and you can often catch enemies while they're still stunned and defenseless.

Save at the Save Stone near the top, then climb the last two sections of the ramp to the second gate. Defeat the two Argos Archers near the gate before taking on anyone else. There's an Argos Captain in the mix this time. Gather the enemies and use an Armor Power to even the odds quickly. Open the gate when the enemies are gone. Do so by pushing the two soldier statues toward the gate. Each statue must be pushed twice before the locking mechanism is triggered.



Go through the gate and quickly grab a restorative drink from the health jug at the bottom of the slope if needed. Argos troops begin to pour down the ramp. Avoid the footmen and focus on the Argos Archers along the side. Then work on the Argos Conscripts and Wyvern while leaving the Argos Veterans for last.

Enter the gate at the top of the hill when the area is secure. Clear the main room and then climb the stairs on the left side. Pass the statue in the corner and enter the door in the left wall. Empty the treasure chest in the corner while defeating the Argo Conscripts. Destroy the door at the back with a few swift kicks then punish the Argos Captain and free the maiden chained to the wall.

Return to the main room and pause at the statue next to the stairs. Chop the chain in half that's attached to the bottom. Grab the chain's remains and pull with all of Conan's might until it breaks.



Cross the room and go up the right staircase. Enter the room on the right and defeat the Argos soldiers. Collect the treasure chest in the back corner. Return to the main hall and stop at the statue at the top of the stairs. Cleave the chain in two and grab the remains. Pull until the chain breaks and the chandelier falls to the floor creating a huge hole.



Jump into the hole in the floor to get to the cellar. Break down the door at the end of the hall with a trio of kicks. There are three Argos Veterans huddled around the fire. They must be eliminated before the door on the right side can be opened. Use the furniture around the furnace to thin the pack if they prove to be problematic.



The next long room is virtually the same. Use the stones and barrels to crush the Argos Veterans. The door on the right won't open until all of the enemies are gone.

The door leads out to a small balcony. Wyverns appear from the right. Draw them closer by running back and forth along the wall. Grab the mantle on the right side of the balcony when it's safe. Jump from the first mantle to the mantles on the right and then scale the side of the building to the walkway above.

Break down the gate on the left with a few sword strikes. An Argos Captain appears as Conan passes through the gate and several soldiers break down the gate on the left. This is a good time to use an Armor Power. Otherwise eliminate the lesser enemies quickly then challenge the Argos Captain one-on-one. Check out the alcove behind the left gate to find a treasure chest before ending the mission by going through the door where the Argos Captain appeared.



MONSTER ATTACK

ARMS	None	BEST WEAPONS	Dual wield	BEST ATTACKS	Whirlwind
ATTACKS	Tentacle Slam (1-Hit/Unblockable), Chomp Combo (3-Hits/Unblockable), Bile Spray (1-Hit/Unblockable)				



ZOMBIE

Type: Light
Arms: None
Attacks: Lunging Combo (4-Hits/Blockable), Lunge Punch (1-Hit/Guard Breaker)
Best Weapon: Dual wield
Best Attack: Black River Rage

Zombies have a long four-hit combo that can be blocked, but leaves Conan vulnerable to guard breakers and unblockable attacks from other enemies. It's best to eliminate them quickly with a fast combo or a grapple move. During a boss fight it pays to use a grapple attack like Piledriver or Backbreaker that provides a small health bonus.



GIANT SQUID

Conan's ship, the Steadrom, is attacked by a Giant Squid. Begin the battle by finding a two-handed weapon or a second sword to dual wield. There are racks of two-handed weapons on the front of the ship and swords on the upper decks.

The first part of the fight is straightforward. The squid attempts to squash Conan with its gigantic tentacles. The attacks are unblockable, but can be avoided with a roll or by staying behind the mast where it's safe. Watch for the tell-tale shadow to appear, dodge the tentacle as it slams into the deck, then quickly turn and counterattack with a fast combo. Keep hacking away until the leviathan's health is depleted.

The frustrated sea creature reaches up out of the water and latches onto the ship's mast with one tentacle. Attack the tentacle with a fast combo to force the beast to release the ship. If the ship's health bottoms out, the vessel capsizes and the men are lost to the murky depths.



The giant squid's attacks change a bit here. It attempts to capture the sailors and transforms them into vicious Zombies. The Zombies are easily defeated, but contending with several Zombies while also trying to attack the tentacles can be frustrating. Conan can save sailors from becoming the undead if he can reach the tentacle and attack it before the sailor is covered in bile. The boss won't attack Conan directly during this part of the encounter.

Zombies are temporarily stunned when they're initially dropped to the deck. Conan can get a quick prone kill if he attacks before the Zombie can recover.



The Giant Squid grabs the mast again when its health is depleted. Dodge the tentacles and Zombies and attack the tentacle attached to the mast before the ship capsizes. There's less time to act now, so be hasty.



The beast is whipped into rage. In its desperation it uses both attacks. Tentacles slam into the deck and sailors are transformed into Zombies. Attack the tentacles as they go after the sailors and focus on dodging the slam attacks. Don't let the Zombies get out of control. Keep eliminating them as they're made or by throwing them off of the ship.

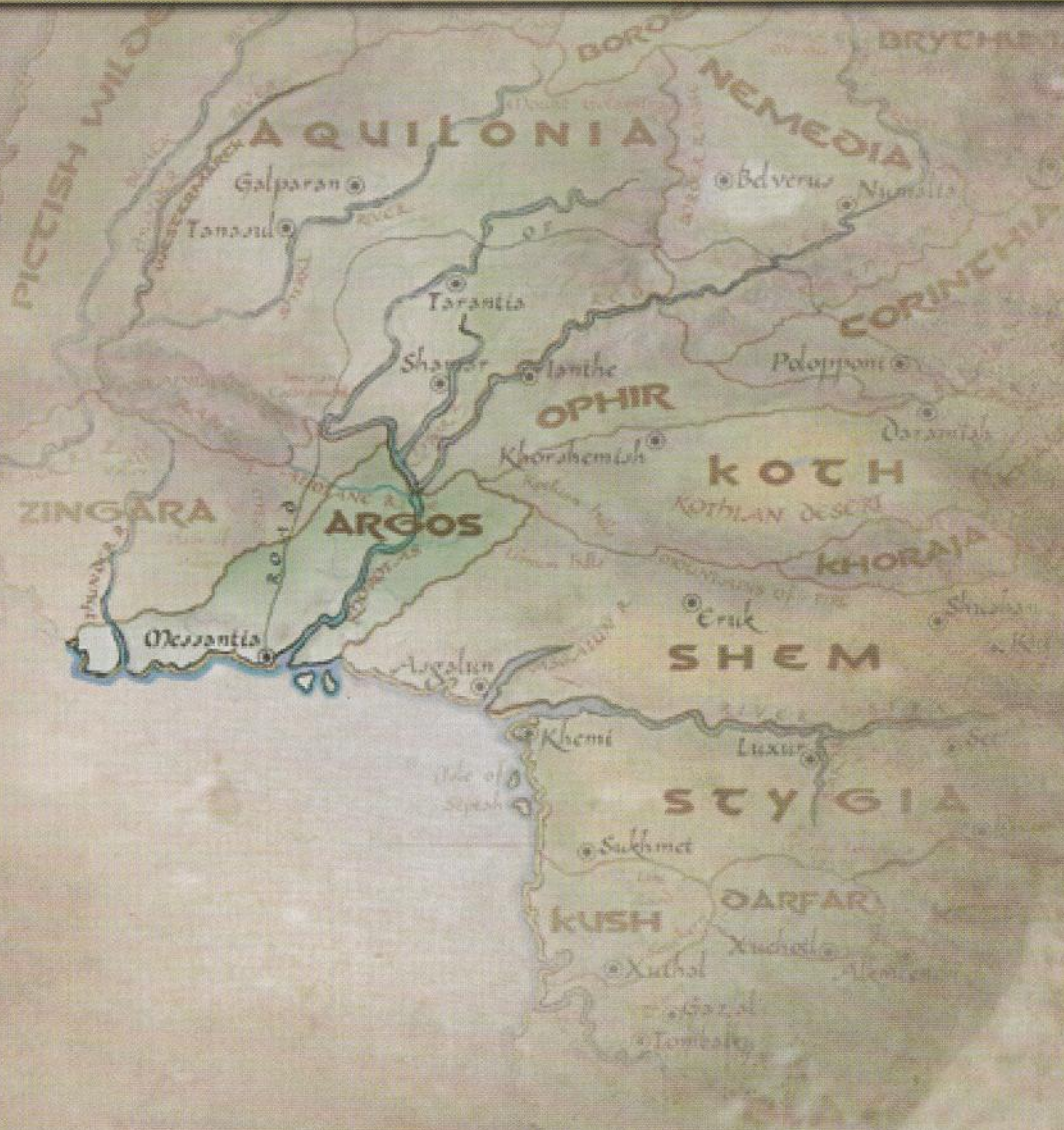
The boss grabs the mast one last time when its health runs out. There's very little time to react now. Hit the tentacle clasp the mast with a short combo to force it away.

The squid gets up close and personal in the final phase. Its massive jaws rest on the deck and the stairs on either side are destroyed. The enemy still slams the deck with its tentacles and Zombies appear throughout the fight, but its general attack pattern is completely different.

Stay away from the head throughout the battle. Its snapping jaws are extremely powerful and impossible to block. The Giant Squid also spits black bile at Conan. The attack is fairly easy to avoid, since the beast dunks its head in the water before spewing the bile across the deck. This gives Conan a little time to get behind the mast as the creature begins the attack. The area directly behind the mast is completely safe from both tentacles and bile. Dash out when the bile passes the mast and perform a fast and powerful two or three-hit combo. Get back behind the mast and wait for the next opportunity to attack.

Repeat this pattern and fight off the Zombies as they approach. Anticipate the boss' attacks and don't get caught out in the open. The Giant Squid soon falls to Conan's blade.



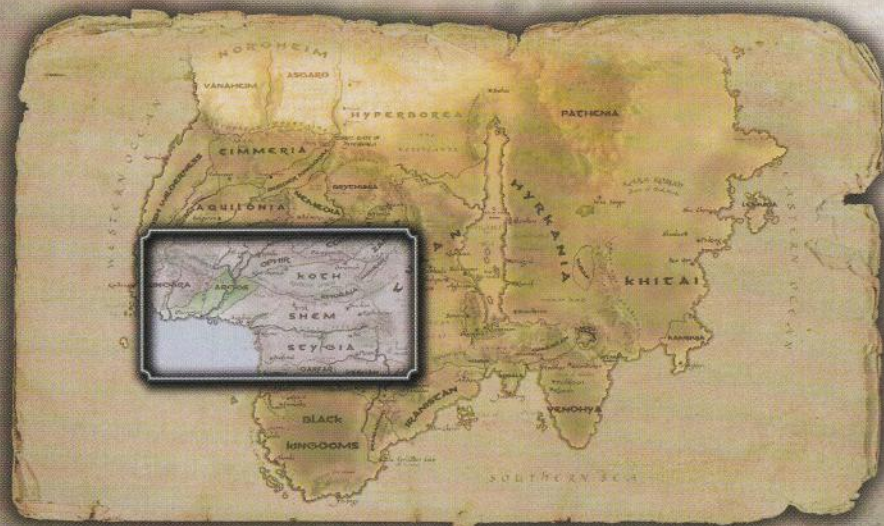


FALLEN KINGDOM

STREETS OF FIRE

The city streets are overrun. Defend the citizens and slaughter the soldiers as they approach. Any enemies that get near to A'Kanna are sure to suffer a lethal blow from her bow.

There are carts scattered along the thoroughfare. Conan can send them flying into distant enemies by delivering a swift push when behind one. Also be on the lookout for a secret dock. About halfway down the street there's a spot where the protective rope fence disappears. Drop off the edge to find a low dock with a trapped maiden and the first portion of a green Rune Triumvirate. Leave the rune, but save the woman.



There are two doors at the end of the street that can be destroyed to reveal hidden items. Smash the doors with a few powerful kicks. The left of the two doors contains the second part of the Rune Triumvirate.



Continue a little further and look for two carts sitting next to each other on the street. Move the right of the two carts to reveal the third part of the Rune Triumvirate. Activate it then run back to the second at the end of the building. Backtrack to the rune on the hidden dock to finish the Rune Triumvirate.



Return to the end of the street. A staircase sits in the far corner. Check on the opposite side of the dead-end, to the right, to find a treasure chest hidden among some jars and barrels. Continue up the stairs when ready.

Argos soldiers appear from the bottom of the stairwell as Conan reaches the top. Stop and fight them near the stairs where the distant archers aren't a factor. Conan is an easy target for the bowmen once he walks out onto the walkway. Drop off the back edge when the enemies are gone.



The street is blocked by a steel gate and the Argos Archers are still chasing Conan with their explosive arrows. Get behind the pillar in the center of the street. Push it over and the resulting collapse eliminates the pesky archers and opens the path.



ARGOS ARCHER

Type: Light

Arms: Bow

Attacks: Explosive Arrow (1-hit/Guard Breaker)

Best Weapon: Any

Best Attack: Any

The Argos Archers continue to be a menace with their explosive arrows. Watch for the silver streaks and get out of the way or block with a shield. Immediately remove arrows that strike Conan or he suffers additional damage when the arrow explodes.



ARGOS CONSCRIPT

Type: Medium

Arms: One-Handed

Attacks: Overhead Strike (1-Hit/Guard Breaker), Double Strike (2-Hit/Blockable)

Best Weapon: Dual wield

Best Attack: The Mercenary

Argos Conscripts are excellent fodder for parry kills. Their two-hit combos are fast and hard to block, but the guard breaker has a long lead that makes it a simple matter of timing. Watch for the telltale sparks from the conscript's blade that precedes each overhead strike and prepare to parry. Use sweeping attacks to wipe out entire mobs in a few hits.



There are numerous troops in this area. Bypass the soldiers and head for the ledges on the far right. Two Argos Archers are perched here. Eliminate them both before taking on the Argos Captain and his cronies. There's also a health jug and a power stone on the top ledges, which can come in handy when facing such tough enemies.

Put out the fire once the battle is over. Grab the water jugs from around the fountain and toss them into the flames. Be patient. It takes several jugs to douse the fire. Use the ledges to climb over the wall when the flames are gone.

Run behind the cart upon landing and kick it into the Argos Captain standing by the next gate. It should eliminate him and make the coming battle much easier. There's a small room off to the right side that contains a health jug if needed. Defeat the enemies that remain then pull the chain next to the gate to open it. Additional soldiers may enter the area as Conan attempts to force the gate open. You can reduce this risk by drawing the enemies to the right before pulling the chain.



Enter the next area and charge to the far end of the street where two more Argos Archers are standing. Take them down, then prepare to face the Argos Conscripts that pour into the streets from the ledge on the right. There are two hidden rooms on the left side of the street. Each room contains a health jug.



ARGOS CAPTAIN

Type: Heavy

Arms: Two-Handed

Attacks: Captain Combo (4 to 6-Hits/), Stun Kick (6-Hits/ Unblockable)

Best Weapon: One-Handed & Shield

Best Attack: Hyborian Head Smash

Be aggressive in these fights, but always roll away after attacking. The Captain's stun kick combo breaks Conan's guard and latches onto his feet with a whip. The devastating attack can be reversed by completing a difficult battle command. Play smart and it won't be a factor.



ARGOS VETERAN

Type: Medium

Arms: One-Handed & Shield

Attacks: Shield Toss, Shield Charge (1-Hit/Unblockable), Defensive Combo (3-Hits/Guard Breaker), Overhead Strike (1-Hit/Guard Breaker)

Best Weapon: One-Handed & Shield

Best Attack: Shield Slayer

Footmen continue to be a menace due to their spiked shields. Destroy the shields with a combo that begins with a fast attack and ends with a heavy strike. Shield Slayer works perfectly. The dual wield ability Wheel of Death is also useful. It can slip under the enemy's shield and strikes multiple enemies when surrounded.





HIGHER GROUND

Climb onto the red awning on the right side of the street, then up to the walkway that encircles the area. Save at the Save Stone and break down the flimsy wall to the right. Kill your way through the attacking Argos to the very end of the walkway. Break through the wall on the left to find a maiden in a precarious position. Free her then backtrack to the Save Stone. Word of Conan's heroic efforts has gotten out and the path back is now blocked by debris and Argosseans. Let them know now what it means to fight Conan.

Break down the flimsy wall to the left of the Save Stone. Cross the walkway to the very end and smash the wall there to find another health jug. Drop off the middle of the walkway after clearing the areas of enemies.



BIG CAT

Type: Special

Arms: None

Attacks: Quick Claw Combo (3-hit/blockable), Lunge Strike (1-hit/blockable), Fearsome Lunge (1-hit/guard breaker)

Best Weapon: Dual wield

Best Attack: Whirlwind

The Big Cats are still a threat, but in lesser numbers. Separate them from the Argos soldiers when possible and they're much easier to handle. It never hurts to use Stone Prison for a speedy victory.



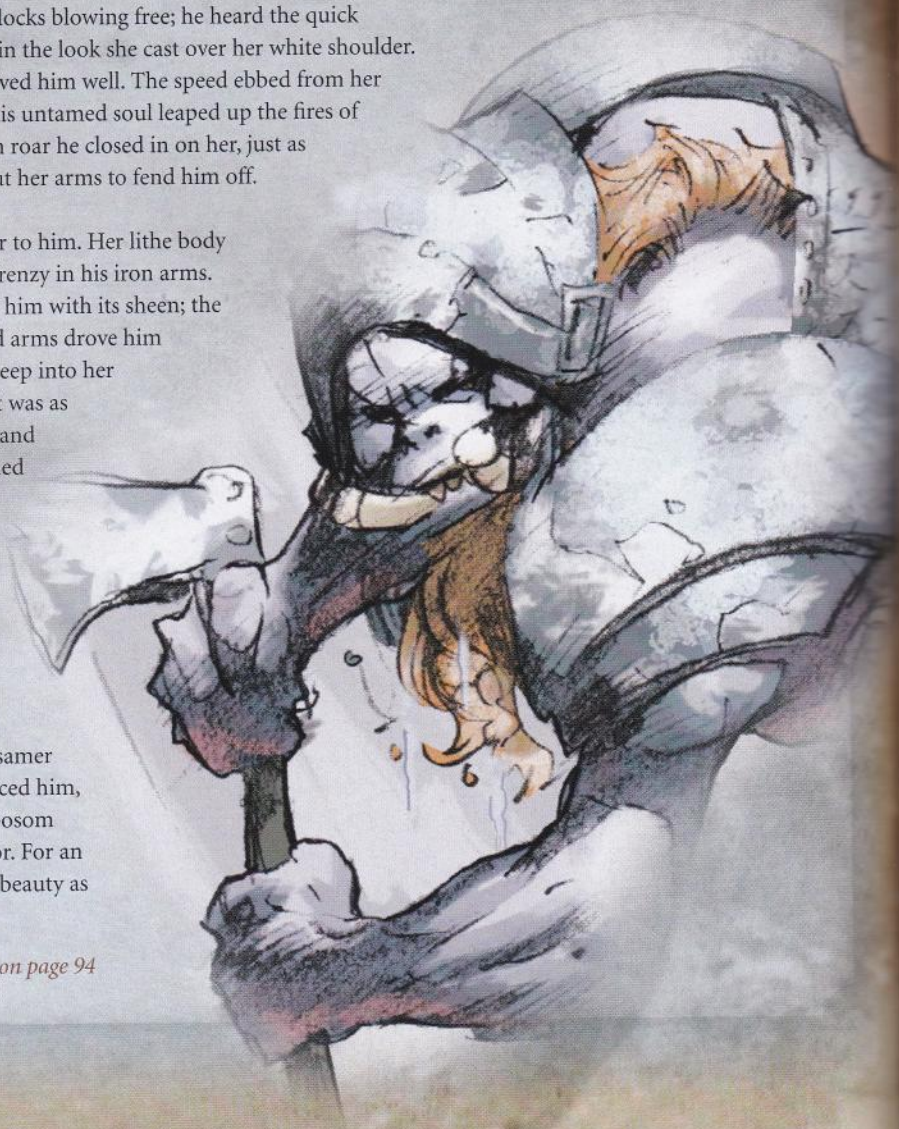
She was running with effort now, her golden locks blowing free; he heard the quick panting of her breath, and saw a flash of fear in the look she cast over her white shoulder. The grim endurance of the barbarian had served him well. The speed ebbed from her flashing white legs; she reeled in her gait. In his untamed soul leaped up the fires of hell she had fanned so well. With an inhuman roar he closed in on her, just as she wheeled with a haunting cry and flung out her arms to fend him off.

His sword fell into the snow as he crushed her to him. Her lithe body bent backward as she fought with desperate frenzy in his iron arms. Her golden hair blew about his face, blinding him with its sheen; the feel of her slender body twisting in his mailed arms drove him to blinder madness. His strong fingers sank deep into her smooth flesh; and that flesh was cold as ice. It was as if he embraced not a woman of human flesh and blood, but a woman of flaming ice. She writhed her golden head aside, striving to avoid the fierce kisses that bruised her red lips.

"You are cold as the snows," he mumbled dazedly. "I will warm you with the fire in my own blood –"

With a scream and desperate wrench she slipped from his arms, leaving her single gossamer garment in his grasp. She sprang back and faced him, her golden locks in wild disarray, her white bosom heaving, her beautiful eyes blazing with terror. For an instant he stood frozen, awed by her terrible beauty as she posed naked against the snows.

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An Argos Captain and his cronies are waiting ahead. Approach them slowly and a cage opens to the right of the soldiers releasing two Big Cats. Stay back from the soldiers as you battle the beasts, or the battle becomes unnecessarily difficult and may require the use of an Armor Power. Defeat the Argos troops after taming the cats, then pass through the pillars where they were standing. A treasure chest sits on the steps of the building just behind the towering pillars.



Return to the street and enter the Big Cat's cage. Pull the chain at the back to open the second half of the cage where a maiden is held captive. Defeat the few remaining soldiers in the street including the Argos Captain hiding at the end. Health jugs can be found on either side of the street in secret rooms. Look for destructible doors. There are two entrances to each room.

Enter the gate at the end of the street and look for a chain on the left side. Pull the chain to open a door on the walkway above. Climb onto the awning to the left of the chain to reach the upper level.



Break down the wall on the left before passing through the gate. There's a treasure chest hidden away in the corner. Cross the walkway to the opposite side of the street and destroy a second flimsy wall to find a second treasure chest. Return to the center of the walkway and drop down to the street below.



Argos troops sprint into the street as Conan lands. Several Argos Archers take up position at the back of the pack. Immediately kick the cart on the left side of the street and it should eliminate two of the archers before they can fire a shot. Polish off the remaining archers then begin to deal with the Argos Conscripts and Veterans. There are two more secret rooms in this area. Both are near the front. The one on the right contains a health jug and the one on the left contains a treasure chest. Look for destructible doors to find the entrances.

A'Kanna appears when all of the enemies are pacified and clears a path up the wall near the back gate. Climb the wall by going up and clockwise at the top. Don't dawdle on the ledges since there are archers attempting to pick Conan off the entire time. Take a moment to save at the left end of the walkway then defeat the Argos Archers in the middle and drop down to the next section.

Eliminate the Argos Veterans near where Conan lands before advancing down the road. There's a much larger group after the statue in the center of the street. This is an excellent time to use an Armor Power to thin out the pack. Fighting an Argos Captain and several Argos Veterans can be very tricky.



Open the right gate when the streets are clear. There are several Argos Archers on a ledge overlooking the street. The only way to defeat them is to pick up a one-handed weapon from the racks below their positions, walk into the middle of the street, jump into the air, and toss the weapon over the railing and into the archer's chest. Use this strategy to eliminate all three then enter the courthouse.

Collect the treasure chests next to the Save Stone, restore Conan's health, and save before exiting the room.



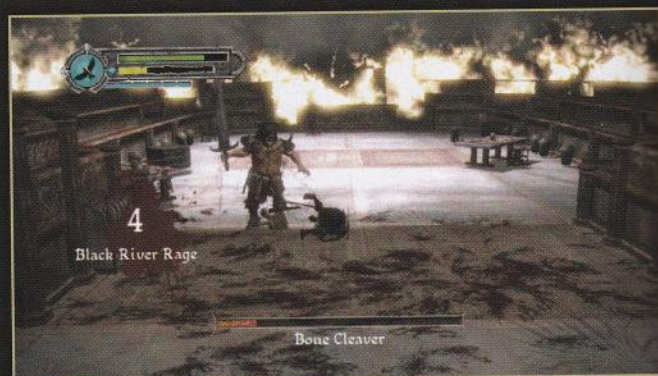
BONE CLEAVER

ARMS	Two-Handed	BEST WEAPONS	Dual wield	BEST ATTACKS	Black River Rage
ATTACKS	Sword Uppercut (1-Hit/Unblockable), Earthshaker Combo (3-Hits/Unblockable), Stun Kick (1-Hit/Unblockable), Mace Swipe (1-Hit/Unblockable), Mace Shockwave (1-Hit, Unblockable), Bolo Toss (1-Hit/Unblockable)				

This is Conan's second battle against the behemoth named Bone Cleaver. His attacks are completely different this time around and he's much harder than before. The battle requires a careful balance between offense and defense. Your reactions to Bone Cleaver's attacks determine the outcome of the fight. The overly aggressive are quickly cut to shreds by Bone Cleaver's unblockable attacks. The overly cautious are gambling with the Bone Cleaver's nasty bolo attack—a devastating one hit decapitation.

The boss begins the battle with a huge sword and several attacks. One is a rising one-hit swing that's unblockable. This is typically used after a swift kick that can stun Conan for a few seconds. Either attack can be used on its own, but are usually reserved for times when Conan is directly under the boss' feet. Bone Cleaver also uses a four-hit combo that begins with a block breaker then carries into two quick swipes and finishes with ground shattering slam.

The combo is difficult to dodge, but it provides the best opportunity to counterattack. Roll away from the initial attack then leap over the ground strike. Bone Cleaver's sword comes down directly in front of him, so leap to the side to avoid it. Conan should land beside the boss when the jump is performed properly. This provides enough time for two or three fast strikes. Don't hang out for too long though. Bone Cleaver recovers quickly.



Bone Cleaver has a pet Big Cat that begins the battle with him. Use the crates and vases scattered around the room to defeat the cat from a distance. Keep it simple and focus on the main threat. There's a chance Bone Cleaver may even kill the Big Cat with his ground strikes.



Throughout the battle the boss can extract a huge bolo from his belt. His hands glow blue for a second then he hurls the bolo at Conan. The attack can be avoided with a roll, but the timing is very tricky. Should Conan be hit, he's coiled in a rope and unable to defend himself. Bone Cleaver casually walks across the room to finish him off. Rapidly tap grapple to break free. The battle ends with a single strike if you fail to break out of the bolo before Bone Cleaver reaches Conan.

Be very patient throughout this battle. Run near the boss then roll away. Lure him into attacking with his sword, so you can quickly counterattack and escape before he recovers. Don't stand back the entire time or the fight never progresses and Bone Cleaver eventually conquers Conan with his bolo attack.

When the boss' health is depleted he releases a few green runes that restore some of Conan's health and he whips out a huge mace for the second half of the brawl. Beware of an initial ground attack. It's unblockable and must be avoided with a jump no matter how much distance there is between Bone Cleaver and Conan.

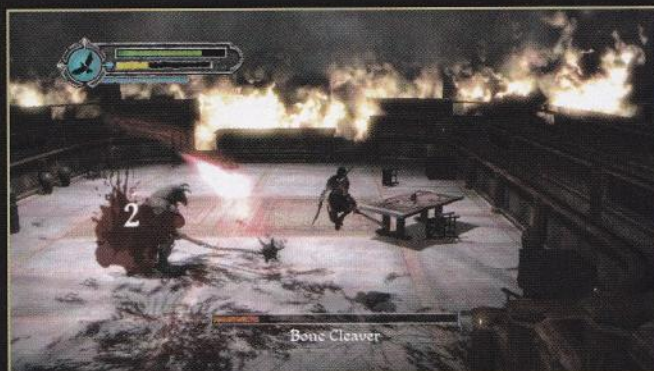
He has the same basic kick and bolo attacks from before, but now he uses an unblockable swing attack that's much faster with a shorter reach. He also repeats the powerful ground strike from the beginning of the second round. The ground strike is the main threat, since it affects the entire room. The lead animation is longer and provides ample warning. Get ready to jump when the boss twirls the mace in the air over his head.

Bone Cleaver uses the bolo attack more frequently in this part of the battle. Dodge the attacks and hit him with one fast strike, but back away before he can counter. You should be able to lure him into attacking with his mace. The ground attack provides the best opportunity to counterattack. Leap toward the boss when jumping over the shockwave, so Conan can land and immediately perform a short combo.

The battle ends with a battle action command when the boss' health is depleted a second time. Watch carefully for the command to appear when Bone Cleaver performs his shockwave attack again. Immediately tap the button shown to counter the attack and end the battle.

The bolo attack is very deceptive. It's easy to forget that it causes damage like any other attack, since you're busy trying to break out of the trap and it's a comparatively small amount of damage. The attack eventually chews away at Conan's health and can kill him. Don't let Bone Cleaver sit back and toss bolos all day long. Run in and take single swings at your foe to force him to fight.

There's very little health available in this battle. The small vases scattered around the left and right side of the room can be broken to reveal small green runes. Use them wisely and try to save them for the second half of the fight.



WELL OF DREAMS

OUT OF THE SAND

Conan is granted a new armor power for reclaiming his helmet from Bone Cleaver. The new power, Void, creates a blackness that consumes any nearby enemies. This is the ultimate Armor Power and it proves extremely effective when dealing with a large group of difficult enemies.

Start down the barren path into a den of Big Cats. Try out the new Armor Power, Void; the beasts vanish without a fight. Continue down into the ruins and face the mysterious Balmorian Assassin and Footman. These new enemies are much tougher than anything you've faced previously. They're very talented when it comes to disrupting Conan's defenses, then launching a lengthy and vicious combo. In groups they're absolutely lethal; don't play around with them. Finish them off quickly to avoid being overwhelmed.

Your Armor Powers are more useful against these fearsome foes than anyone before. If you are going to use an Armor Power, use it at the beginning. Do not try to fight them normally, then when you are in a dire situation fall back on the Armor Power. That strategy leaves you not only searching for blue power, but health as well.

Conan seems to have run into a dead-end already. The street ends at a cracked brick wall. Look for two pillars to the right of the wall. Cleave the Balmorian Footmen near the pillars. The pillar farthest from the wall can be pushed over creating a domino effect that destroys the wall.

Head through the broken wall and down the path to where it splits. Explore the short right path, which leads into a Balmorian camp. Conquer the Balmorians that roam the camp then travel down the left path deeper into the ruins. There are four Balmorians in the camp. Be prepared to use an Armor Power if necessary to even the odds. Four of these guys at once can be a real problem. Try to separate them a bit and show no mercy.



BIG CAT

Type: Special

Arms: None

Attacks: Quick Claw Combo (3-hit/blockable), Lunge Strike (1-hit/blockable), Fearsome Lunge (1-hit/guard breaker)

Best Weapon: Dual wield

Best Attack: Whirlwind

Big Cats continue to make scattered appearances. Use an Armor Power to wipe them out when they appear in large groups.

Otherwise continue to block and counterattack with a short and fast combo.



BALMORIAN ASSASSIN

Type: Medium

Arms: Dual wield

Attacks: Jump Strike (1-Hit/Guard Breaker), Spin Combo (Varies/Blockable), Spin Jump (Varies/Guard Breaker)

Best Weapon: One-Handed & Shield

Best Attack: Hyborean Head Smash

The Balmorian Assassin is perhaps the fiercest minion faced throughout the adventure. Their spin attacks are manageable

when fighting one-on-one, but are a tremendous threat when facing a large group of Balmorians. Blocking is worthless unless Conan is equipped with a shield and can prevent a guard breaker. Eliminate them very quickly with a stun and a power attack like Usurper Throw or Monkey Slam.



There's a brief cinema as Conan reaches a major area. Don't go any further forward. Jump onto the low section of wall to the left and climb up. Defeat the Big Cat blocking the path and walk to the end where there's a small building. Step onto the roof and Conan falls through. There he discovers the first part of a blue Rune Triumvirate. The hole in the roof is the only way back into the building. Leave the rune alone for now and hop out of the window.



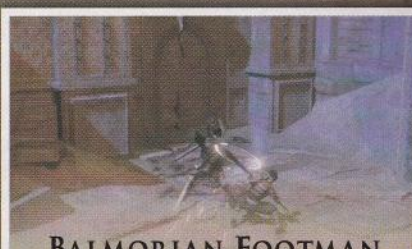
The window leads back to the main path. Defeat the Balmorians and Big Cat that appear then look among the broken pillars next to the tower containing the first rune. There's a treasure chest hiding in the rubble. A larger group of Balmorians appear as Conan enters the ruins, so be ready for a big fight upon returning to the path.

Now climb the stone ledge on the right. A maiden is tied to the rocks. Go back to the base of the ramp and climb the short brick wall next to it. The second part of the Rune Triumvirate is hiding there.

Cross the courtyard and go to left of the bonfire. Balmorians materialize as Conan approaches the sand covered door. Defeat them and explore the left side of the structure to find a small mantle. Use the mantle to leap up to the top of the building. The third part of the Rune Triumvirate is located here.



Go back to the first part of the Rune Triumvirate inside the tower near the start. Climb the brick walls before the building and drop in through the ceiling again. Activate the rune and leap out of the window. Cross the road and hop onto the short brick wall at the base of the stone ramp. Activate the second rune and dash across the courtyard to the sand-covered door. Climb up the back side of the building to the third rune and finish the Rune Triumvirate.



BALMORIAN FOOTMAN

Type: Light

Arms: Two-Handed

Attacks: Thrust (1-Hit/Guard Breaker), Twirl Combo (5-Hits/Blockable)

Best Weapon: Two-Handed

Best Attack: The Bloody Crown

The Footman has two attacks which he can use in combination to drop Conan's guard.

It begins with the thrust attack then immediately slips into the combo. They're also quick to counterattacks heavy two-handed strikes. It's best to attack then roll away to avoid a possible counterattack combination.



CAVE APE

Type: Special

Arms: None

Attacks: Chest Pound Combo (10+/Blockable), Arm Swing (1-Hit/Guard Breaker), Jump Attack (1-Hit/Unblockable), Charge Attack (1-Hit/Unblockable)

Best Weapon: One-Handed & Shield

Best Attack: Shield Slayer

The Cave Ape is still the same brutal beast as before. Throw objects at them to finish them off while they're busy beating their chests. When there's nothing to throw you're stuck trying to slip in and slip out. Keep a safe distance and counterattack with fast strikes, but always be ready to interrupt Conan's attack and roll away.





CAVE APE SORCERER

Type: Special

Arms: None

Attacks: Boulder Throw (1-Hit/Blockable), Chest Pound Combo (10+/Blockable), Arm Swing (1-Hit/Guard Breaker), Jump Attack (1-Hit/Unblockable), Charge Attack (1-Hit/Unblockable)

Best Weapon: One-Handed & Shield

Best Attack: Shield Slayer

The Cave Ape Sorcerer

never has difficulty finding something to throw. Their relentless boulder attacks can be problematic when

facing large groups. Move slowly through the mission and you can usually single them out without much trouble.



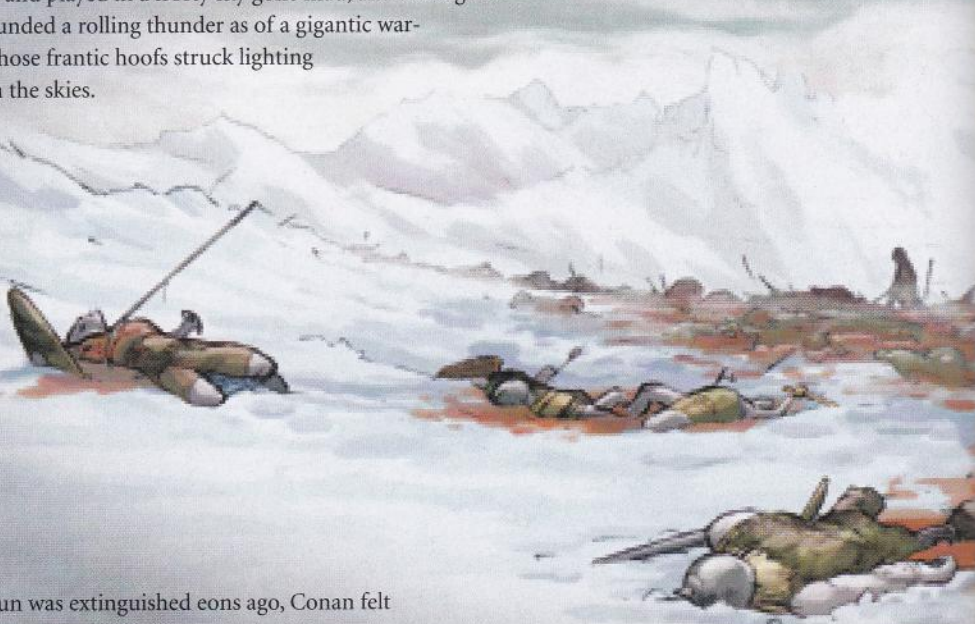
Approach the large gate and the statues that flank it. There are small mantles on the stone frame that surrounds the gate. Climb up the right side to the top where a broken statue sits. Push the statue off of the left side. The statue breaks as it lands in the plate below. The piece that remains in the plate triggers the first part of the gate's locking mechanism. Pick up the second stone from the ground below and carry it across the courtyard. Walk up the stone ramp and hurl the stone from the top onto the second plate to the right of the gate. The stone should land easily and the gate unlocks. Force the gate open and enter the caves.



And in that instant she flung her arms toward the lights that glowed in the skies above her and cried out in a voice that rang in Conan's ears for ever after: "Ymir! Oh, my father, save me!"

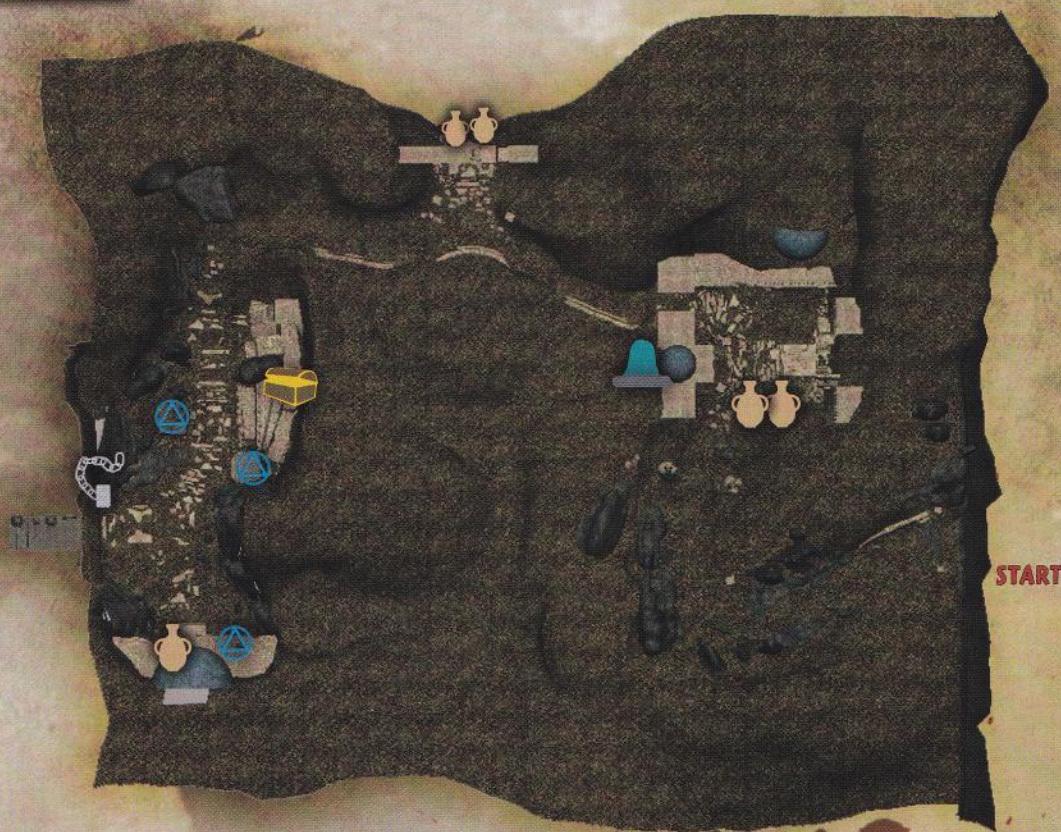
Conan was leaping forward, arms spread to seize her, when with a crack like the breaking of an ice mountain, the whole skies leaped into icy fire. The girl's ivory body was suddenly enveloped in a cold blue flame so blinding that the Cimmerian threw up his hands to shield his eyes from the intolerable blaze. A fleeting instant, skies and snowy hills were bathed in crackling white flames, blue darts of icy light, and frozen crimson fires. Then Conan staggered and cried out. The girl was gone. The glowing snow lay empty and bare; high above his head the witch-lights flashed and played in a frosty sky gone mad, and among the distant blue mountains there sounded a rolling thunder as of a gigantic war-chariot rushing behind steeds whose frantic hoofs struck lightning from the snows and echoes from the skies.

Then suddenly the borealis, the snow-clad hills and blazing heavens reeled drunkenly to Conan's sight; thousands of fire-balls burst with showers of sparks, and the sky itself became a titanic wheel which rained stars as it spun. Under his feet the snowy hills heaved up like a wave, and the Cimmerian crumpled into the snows to lie motionless.



In a cold dark universe, whose sun was extinguished eons ago, Conan felt the movement of life, alien and unguessed. An earthquake had him in its grip and was shaking him to and fro, at the same time chafing his hands and feet until he yelled in pain and fury and groped for his sword.

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BACK INTO THE DEPTHS

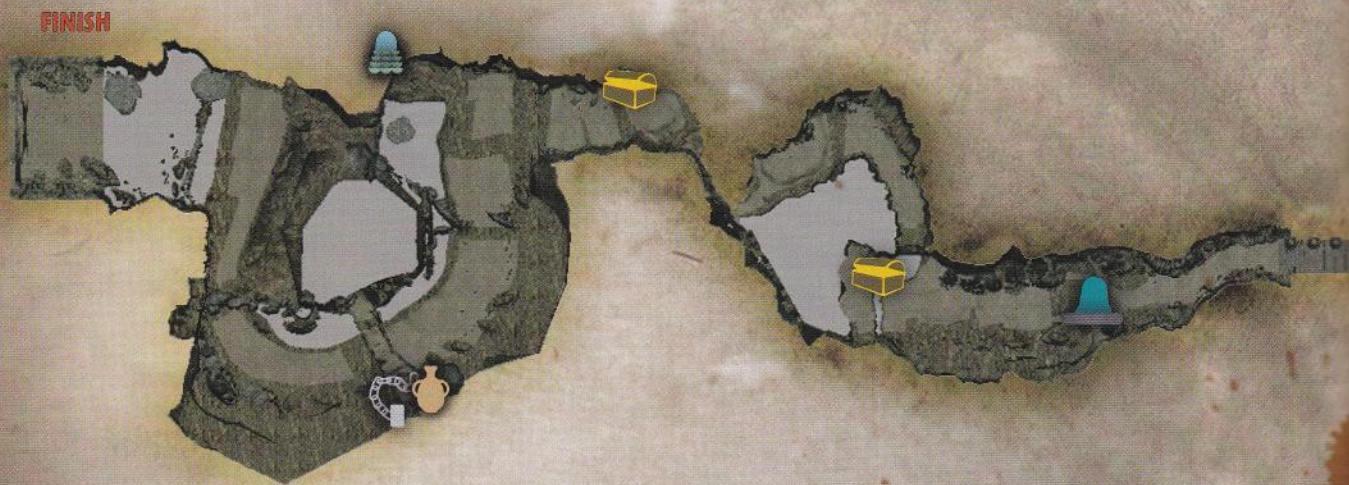
Venture down into the darkness and drop off of the large ledge to the path below. Take a moment to save at the Save Stone before going any farther. The path leads into an area that should seem very familiar from Conan's first visit to Balmoria. The caves are overrun with Cave Apes and Balmorian soldiers. Advance carefully.

The first test is a pair of Cave Apes and several Balmorians. Don't go too far forward or a Cave Ape Sorcerer joins the battle. Stay back and fight the enemies near the Save Stone. Use short combos since long combos don't work on the apes.

Defeat the enemies then continue down the hall. Ignore the Cave Ape Sorcerer that appears and cross the room. Step into the black bile on the far left and use the mantle to hop up to a large ledge above. Smite the Wyverns then gather the goods from the treasure chest at the end.

The alliance between the Cave Apes and the Balmorians is apparently an uneasy one. It isn't uncommon for them to turn on each other, which can be useful.

-  HEALTH JUGS
-  TREASURE CHESTS
-  MAIDEN
-  SAVE STONE
-  BLUE RUNE
-  POWER STONE



Enter the passage where the Cave Ape Sorcerer is camped. Slip by the animal so Conan has some room to dodge without rolling back into the black bile. Demolish the stalactites and stalagmites at the end of the cave with a couple of swipes then follow the path down and around to where three Balmorians attack.

This is a tricky combination. The Balmorian Assassins pin Conan down very easily with their twirling attacks. He's in serious trouble if the Balmorian Footman uses a block breaker attack while the two assassins are spinning around; it can chew through Conan's health in seconds. Try to eliminate one of the two assassins immediately with a parry attack, or knock one down and finish him off with a prone kill.





Walk to the back wall after the battle. There are mantles running to the right. Jump onto the first mantle and watch the others. Notice the black bile falling down the wall over the different mantles. Conan must leap from mantle to mantle at the right time to avoid the black bile and cross the ravine. Watch for two drops of black bile to fly past the first mantle then go for it. Rapidly jump to the second mantle and pause for two drops to go past the third mantle. Leap to the third when the two drops have passed and wait once more for two drops to fall before leaping to the fourth and fifth mantles. There's a treasure chest on a hidden ledge below the main path. To reach it, wait for the two drops to fall at the last ledge then jump back to the fourth and down twice very quickly. Repeat the action on the way back up. Wait for the two drops to pass then immediately hop back to the left and up twice.

Punish the Wyverns that attack after Conan is past the mantles and go down the hill to the large room ahead. There's a rockslide that prevents Conan from backtracking and two Cave Apes fall into the room while two Balmorian Footman appear. Eliminate the footmen with fast combos or grapples then deal with the larger threats. There's also a Cave Ape Sorcerer hiding in secret alcove on the back right.



Clear the room and then inspect the far left side. Cut the chain on the bone wall and pull the part that remains to destroy the blockade. Pass through the wall and ground the Wyverns that fly in from the front.



There's a Cave Ape Sorcerer on a ledge not far ahead. Leap over the black bile and climb the wall to where the beast sits. Check the far left end of the ledge to find another maiden in need of rescue. Return to the path below.

Continue to the left and two more Cave Apes appear. Dispatch them and a Cave Ape Sorcerer bursts from the wall at the end of the hall. Defeat the beast and inspect the right wall inside its nook. There are handholds near the top of the wall. Jump up and climb over the wall.

Drop down to the new path and run to where it ends next to a lake of black bile. Balmorian Footmen and Assassins appear. Use a minor Armor Power to thin them out and finish off what remains. Wyverns follow them and Cave Apes finish the assault. Defeat all of the creatures then inspect the pillar next to the bile lake. Push it over to create a bridge to the huge portal in the distance.



SPIRE

THE CRUMBLING RUINS

Conan begins in a ruined great room full of statues. The Guardians come to life and Spirit Warriors appear. The Spirit Warriors are easily defeated with a parry kill if Conan is carrying a shield. Otherwise it's best to dodge their attacks and counterattack. Focus on them prior to challenging the hulking Guardians. Defeating the Guardians simply requires a bit of patience and counterattacking even when they're grouped together.



Stick near the right wall as you enter the next section. Yellow Spirit Warriors attack. Remain along the wall and work your way forward to the Guardian at the end. Defeat it then break open the wall in its alcove to find a treasure chest.



Overcome all of the enemies in the room and explore it fully. There's a secret room on the back left side. Look for a cracked wall where one of the Guardians stood. Kick it down to find a power stone. Clear the area and force open the gate at the back.



GUARDIAN

Type: Special

Arms: Two-Handed

Attacks: 5-Hit/Guard Breaker), (3-Hit/Unblockable)

Best Weapon: Two-Handed

Best Attack: King's Execution

Keep your distance and let them attack first. Avoid their swings then counterattack before they can recover.

There's plenty of

time to perform a King's Execution or another devastating combo. Watch for a battle action command after striking them with a combo. You may have an opportunity to finish them off with a single shot.



BLUE SPIRIT WARRIOR

Type: Special

Arms: Dual wield

Attacks: Spin Attack (1-Hit/Guard Breaker), Spin Combo (3-Hit/Blockable), Quick Combo (5-Hit/Blockable), Energy Shot (1-Hit/Unblockable)

Best Weapon: One-Handed & Shield

Best Attack: Parry Kill

Blue Spirit Warriors are far more aggressive than before and their attacks are much faster. Using a shield makes it much easier to defeat

them with an instant parry kill, but a two-handed weapon and the basic fierce combo works even better when facing a large group.





PURPLE SPIRIT WARRIOR

Type: Special

Arms: One-Handed & Shield

Attacks: Wide Swings (3-Hits/Guard Breaker), Fast Combo (4-Hits/Guard Breaker), Energy Shot (1-Hit/Unblockable)

Best Weapon: One-Handed & Shield

Best Attack: Parry Kill

Counter their attacks with a shield for a quick parry kill. Focus on power attacks and destroy their shields.

Otherwise it can be difficult to break through their defenses. Beware of their new ranged magic attack when facing a large group.



Head left deeper into the ruins. There are some scattered vases and a Spirit Warrior in the front left corner. Slightly past them is another treasure chest. Cross the room and leap over the fire to the far ledge. Be precise. The gap is wide and a slight miscalculation can cause Conan to slip into the pit.



Climb up the wall in the back after breaking through the enemies. Make the long leap over the second half of the gap to the higher ledge. Be careful when fighting the Spirit Warriors that Conan doesn't wander too close to the edge. Try to keep his back to the wall.



Save the game at the Save Stone and push the boulder at the end of the ledge off of the fish statue. The resulting crash creates a humongous hole in the floor. Leap over the fish and into the hole.

Begin by going to the left. Smash the Spirit Warriors then pummel the blue pillar at the back edge. The resulting crash creates a stone bridge across the gap. Walk over and push over the pillar on the next island. You should also see the first part of a red Rune Triumvirate. Leave it be and backtrack to where you entered the area.



YELLOW SPIRIT WARRIOR

Type: Special

Arms: Two-Handed

Attacks: Wide Swings (3-Hits/Guard Breaker), Fast Swings (4-Hits/Guard Breaker), Energy Shot (1-Hit/Unblockable)

Best Weapon: One-Handed & Shield

Best Attack: Parry Kill

The Yellow Spirit Warrior's level of hostility has also grown. Parry attacks are still the best way to eliminate them

when carrying a shield. Focus on using guard breakers to throw them off guard when parry attacks aren't working. Avoid blocking unless carrying a shield. It's better to be overly offensive than to be hacked apart by their guard breaking combos.



Go to the right this time. Hop up the small ledge and push over the pillar in the back to create a much larger bridge down to the gate in the distance. The second part of the Rune Triumvirate is to the right. Return to the first part and activate it then speed to the second part and activate it as well. Cross the bridge toward the gate and immediately leap over the gap on the right at the bridge's end. The third part of the Rune Triumvirate is in the corner.



The bridge leading to the gate falls apart as Conan reaches the far side. You get one chance at the Rune Triumvirate. Be quick and accurate.



Cross back over the gap and defeat the Guardians and Spirit Warriors that protect the gate. Force the door open when the enemies are silenced.

Go to the left before heading to the gate at the back. There's a treasure chest where the left path dead-ends. Backtrack and forge a path through the rubble to the door. Another treasure chest can be found to the left of the gate behind some of the rocks. Cut the chain on the center wall after collecting the loot. Pull on the broken chain to demolish the wall and open a hidden path.

Fight through the Spirit Warriors to the cracked alcove at the turn. Bring the wall crashing down with a kick and immediately defend. A Spirit Warrior guards a treasure chest behind the wall. Continue to the left and around the bend. Drop off the ledge to the ruined walkway below and once more to a large room with a circle etched into the floor.



Defeat the Guardians and Spirit Warriors and check the left side of the room to find a ruined wall with a chain attached. Cut the chain and pull the remnants to destroy the broken wall and reveal another hidden path.

Enter the new area and explore the back of the room. Eliminate the Spirit Warriors then pick off the Guardians one at a time. Smash the wall in each Guardian's alcove to find a Save Stone and a treasure chest.

"He's coming to, Horsa," said a voice. "Haste - we must rub the frost out of his limbs, if he's ever to wield sword again."

"He won't open his left hand," growled another. "He's clutching something -"

Conan opened his eyes and stared into the bearded faces that bent over him. He was surrounded by tall golden-haired warriors in mail and furs.

"Conan! You live!"

"By Crom, Niord," gasped the Cimmerian. "Am I alive, or are we all dead and in Valhalla?"

"We live," grunted the Æsir, busy over Conan's half-frozen feet. "We had to fight our way through an ambush, or we had come up with you before the battle was joined. The corpses were scarce cold when we came upon the field. We did not find you among the dead, so we followed your spoor. In Ymir's name, Conan, why did you wander off into the wastes of the north? We have followed your tracks in the snow for hours. Had a blizzard come up and hidden them, we had never found you, by Ymir!"

"Swear nor so often by Ymir," uneasily muttered a warrior, glancing at the distant mountains. "This is his land and the god abides among yonder mountains, the legends say."

"I saw a woman," Conan answered hazily. "We met Bragi's men in the plains. I know not how long we fought. I alone lived. I was dizzy and faint. The land lay like a dream before me. Only now do all things seem natural and familiar. The woman came and taunted me. She was beautiful as a frozen flame from hell. A strange madness fell upon me when I looked at her, so I forgot all else in the world. I followed her. Did you not find her tracks? Or the giants in icy mail I slew?"

Niord shook his head.

"We found only your tracks in the snow, Conan."

Continued on page 105



Head left. The building begins to shake, walls start to crumble, and the path rapidly disintegrates as it falls into the abyss. Don't stop to gawk. Keep running left and leap to the platform with a Guardian. The shaking comes to a halt for a moment. Defeat the Guardian and the Spirit Warriors that follow before leaping to the next ledge.

Now the world really begins to crack up. Keep moving, but look before you leap. Paths will appear and disappear in the blink of an eye. Twist through the falling rubble to the gate at the back of the room.



DARK PRISON

SEARCHING FOR REVENGE

Conan is immediately greeted by Zombies and Spirit Warriors. This is a great area to carry a shield. The relentless Zombie attacks are very dangerous due to the Spirit Warriors and their guard breaking moves. One well-timed guard break can leave Conan defenseless against a pack of bile-covered Zombies.

Cut through the horde that appears at the entrance and look to the back left corner. There's a small path between the rubble that leads to a pool of black bile guarding a treasure chest. Smite the Zombies then collect the loot and get back on the main path.

Go down the stairs to where there are four statues holding shields and several Spirit Warriors. Destroy the Spirit Warriors and the statues crumble allowing Conan can move on down the road.

The path ahead is full of danger. Watch the pools for Zombies and beware of collapsing columns. Take your time and clear out the enemies before going forward to avoid being overwhelmed. Use a lesser Armor Power to thin out the Zombies if necessary.



The Guardian at the end of the bridge comes to life as Conan nears it. Back up a bit to provide some room for maneuvering. Smash the Guardian then inspect the tower the creature once protected. Press the action button and follow the interactive action command to push the tower over and form a bridge to the ledge in the distance.



BLUE SPIRIT WARRIOR

Type: Special

Arms: Dual wield

Attacks: Spin Attack (1-Hit/Guard Breaker), Spin Combo (3-Hit/Blockable), Quick Combo (5-Hit/Blockable), Energy Shot (1-Hit/Unblockable)

Best Weapon: One-Handed & Shield

Best Attack: Parry Kill

Blue Spirit Warriors are potent when paired up with Zombies. The combination of their guard breaking attacks and lengthy combos



is a real problem. Use an Armor Power to thin out large packs, or use long sweeping attacks from a two-handed weapon to cut a swath through the enemies.



YELLOW SPIRIT WARRIOR

Type: Special

Arms: Two-Handed

Attacks: Wide Swings (3-Hits/Guard Breaker), Fast Swings (4-Hits/Guard Breaker), Energy Shot (1-Hit/Unblockable)

Best Weapon: One-Handed & Shield

Best Attack: Parry Kill

Don't cower when a Yellow Spirit Warrior rushes onto the screen. Take the fight to it. Their guard breaking attacks can rip through



Conan's defenses, so it makes sense to be aggressive.

The black ichor in this mission is particularly potent and very bad for Conan's health. Stay out of the pools or suffer the consequences.

Sprint across the rubble. The tower shatters and falls into the gorge as Conan reaches the far side. Be prepared to jump the last few feet. Conan should land on the ledge or grab hold with his fingertips with good timing and a little luck.

Move away from the ledge immediately. Don't challenge the Zombies near the gorge, or they may shove Conan over the side. Keep his back to the wall while fighting the pack of Zombies that crawl up from the bile. Save at the Save Stone past the bile pool before moving on.



PURPLE SPIRIT WARRIOR

Type: Special

Arms: One-Handed & Shield

Attacks: Wide Swings (3-Hits/Guard Breaker), Fast Combo (4-Hits/Guard Breaker), Energy Shot (1-Hit/Unblockable)

Best Weapon: One-Handed & Shield

Best Attack: Parry Kill

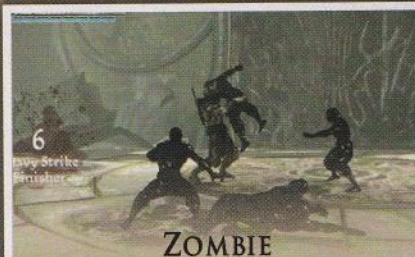
The Purple Spirit Warriors are no tougher than their counterparts, but often seem so due to their shields. Any series of heavy strikes can smash that shield and leave the enemy defenseless, leaving them vulnerable to nearly any attack.



Crush the few Zombies that appear after the Save Stone then approach the next ledge with caution. The walkway begins to collapse as Conan nears the gorge. Have Conan race to the edge, but wait to jump until the ledge pauses. There's an initial drop and then a pause; leap across the gap as the walkway slides into the abyss.

Get away from the edge immediately. Spirit Warriors rush to combat Conan and could force him over the side. Eliminate them, then explore the short path to the right. Slip through the pools of black bile toward a treasure chest at the end. Zombies surround Conan as he wanders forward. Dispatch them quickly to avoid being surrounded and overrun.

Return to the main path. The battle grows in intensity as you attempt to move up the stairs. Zombies and Spirit Warriors have gathered together while Conan was investigating the side path. Stay near the side and continue to avoid the ledge while fighting. Pick off the lightweight Zombies then focus on the Spirit Warriors. Anticipate the Guardians standing tall at the very back coming to life and joining the struggle. Stay near the stairs and clean up the smaller enemies. You should be able to defeat them all before the Guardians are a threat.



ZOMBIE

Type: Light

Arms: None

Attacks: Lunging Combo (4-Hits/Blockable), Lunge Punch (1-Hit/Guard Breaker)

Best Weapon: One-Handed & Shield

Best Attack: Spinning Death

The mindless, bile-covered Zombies are relentless attackers. Their four hit combos are lengthy and have a large range of motion.

Thus they tend to push Conan around even when he's blocking; be very careful when fighting near cliffs. They're also a major threat in large groups. A single guard breaker can open Conan up to a ferocious beating. Don't take them lightly.



GUARDIAN

Type: Special

Arms: Two-Handed

Attacks: 5-Hit/Guard Breaker, (3-Hit/Unblockable)

Best Weapon: Two-Handed

Best Attack: King's Execution

The hulking Guardian's are still just as powerful and still just as slow.

Lure them into attacking by walking near then back off to avoid the attack. Counterattack before the enemy can recover. A single powerful shot like King's Execution may be enough to defeat the enemy or force it down to one knee where Conan can finish it off with a battle action command.





The Guardians are on two paths. Attempt to challenge them one at a time by charging down either trail. Be careful if they reach the stairs before Conan is ready. Go around either one and draw it away from its companion. Check the left path for a treasure chest when calm is restored to the area.

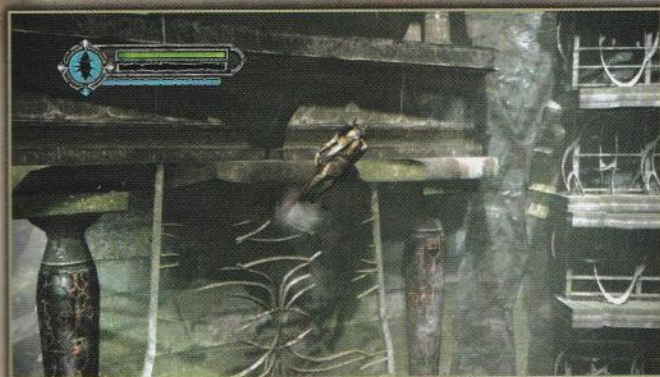


It seems there's nowhere to go, but a cracked wall on the right side of the battlefield suggests something more. Check the alcoves where the Guardians stood. Break down the walls to find two boulders. Carry a boulder over to the cracked wall and toss it into the barrier to reveal a hidden path.

It seems the wall was hiding a treasure chest and nothing more, but look closer. Climb onto the small ledge running along the ornate structure on the wall. Then climb the artwork to reach a mantle above.

Don't waste time as you jump to the mantles to the right. Immediately begin to leap upward and don't stop until Conan reaches the opposite side. The stones are loose and begin to fall. A moment's hesitation can spell doom for the Cimmerian.

Explore the area to the far right. There are two pools of black bile. Beware of Zombies and Spirit Warriors that appear as Conan nears the corner. The path leads to a dead end with a power stone. Backtrack past the pools and look for a ledge in the background. Hop up to find a large area with several motionless Guardians.



Stay near the edge and fight off the Spirit Warriors that materialize. Walk forward to trigger two more waves of Spirit Warriors. All three Guardians spring to life when the last Spirit Warrior collapses into a pile of scap armor.

"Then it may be I am mad," said Conan dazedly. "Yet you yourself are no more real to me than was the golden-locked witch who fled naked across the snows before me. Yet from under my very hands she vanished in icy flame."

"He is delirious," whispered a warrior.

"Not so!" cried an older man, whose eyes were wild and weird. "It was Atali, the daughter of Ymir, the frost-giant! To fields of the dead she comes, and shows herself to the dying! Myself when a boy I saw her, when I lay half-slain on the bloody field of Wolraven. I saw her walk among the dead in the snows, her naked body gleaming like ivory and her golden hair unbearably bright in the moonlight. I lay and howled like a dying dog because I could not crawl after her. She lures men from stricken fields into the wastelands to be slain by her brothers, the ice-giants, who lay men's red hearts smoking on Ymir's board. The Cimmerian has seen Atali, the frost-giant's daughter!"

"Bah!" grunted Horsa. "Old Gorm's mind was touched in his youth by a sword cut on the head. Conan was delirious from the fury of battle – look how his helmet is dented. Any of those blows might have addled his brain. It was an hallucination he followed into the wastes. He is from the south; what does he know of Atali?"

"You speak truth, perhaps," muttered Conan. "It was all strange and weird – by Crom!"

He broke off, glaring at the object that still dangled from his clenched left fist; the others gaped silently at the veil he held up – a wisp of gossamer that was never spun by human distaff.

Read all the adventure-filled Conan stories in the ultimate Conan edition, published by Del Rey: The Coming of Conan the Cimmerian, The Bloody Crown of Conan and The Conquering Sword of Conan. You can also follow Conan's adventures in the monthly comic from Dark Horse Comics.



Taming three Guardians at once is no small task. Start at one end and attempt to swiftly dispatch the first or at least cause critical damage with King's Execution. With luck the first Guardian collapses or kneels for an easy battle command finishing move. Then poke at the remaining Guardians with fast strikes and roll away to avoid counterattack. You can also pick up the weapons dropped by the Spirit Warriors and toss them at the Guardians if needed.

A final wave of Zombies rises from the bile when the Guardians are gone. Defeat them all then check the alcoves where the Guardians stood. One contains a treasure chest and the others contain useful restorative items. The door at the right end can be forced open once all of the enemies are eliminated.



There's a deep chasm on the right and a stone wall to Conan's left. Stay near the wall while fighting the Spirit Warriors that appear. Climb the stairs and draw the enemies at the top back to the wall. It's far too risky to battle on the small platforms ahead.

Continue forward when all of the enemies are gone. A set of stone steps leads to a pool of black bile far below. The steps begin to collapse as Conan drops down. Keep moving and jumping. It may be necessary to skip one of the bottom steps. Waste no time in killing the Zombies that rise from the pool at the bottom. Conan can't defend their attacks without being pushed over the edge.



Leap to the platform to the left. Cross it quickly and leap to the stone ledge beyond. Take a moment to save at the Save Stone before progressing. The final battle is about to take place. Approach the large metal wheel and press the action button. Follow the interactive action command to spin the gear until a blue light draws Conan to the battlefield.



GRAVEN

ARMS	None	BEST WEAPONS	Two-Handed	BEST ATTACKS	Heavy Strike Finisher
ATTACKS	Strike Combo (3-Hits/Blockable), Wide Swipe (1-Hit/Unblockable), Ground Spear (1-Hit/Unblockable), Spear (2-Hits/Blockable), Desperation Combo (5-Hits/Unblockable)				

Graven has three initial attacks. A fast three-hit combo is used most often. It's difficult to avoid, but can be blocked. The wide swipe is unblockable, but there's a slight pause and audio signal at the start of the attack that makes it fairly easy to roll away from it. The final attack is a ground strike that juts up from the ground wherever Conan is standing. Conan must time his jump carefully to avoid the attack. Always leap toward the boss, so Conan can follow up with a combo.

The key to this battle is giving Graven enough room to perform his attacks without striking Conan, but staying close enough that you can immediately counterattack. Experiment with the distance. It helps to have a two-handed weapon with greater range. Use the standard Heavy Strike combo and be ready roll back at any moment to avoid the boss' next attack.

Graven often jumps away while Conan is attempting to counterattack (usually after the wide swipe attack). Keep swinging. The Heavy Strike combo carries Conan forward and the final one or two hits often hit their mark even if the boss avoids the first few strikes.



Listen carefully. Audio clues precede most of Graven's attacks. They make it much easier to time rolls. Use the cues wisely and the battle is much easier to manage.

When the enemy's health is gone, a short, and random, three-part battle command sequence begins. Follow the commands carefully or Graven steals a large amount of life from Conan, and the first part of the battle repeats.

The boss' strategy changes drastically after the battle command sequence. Graven appears in the center of the battlefield and creates numerous tentacles that reach to the edge of the battlefield. He then begins to spin like a demonic carousel. The protrusions cannot be blocked: Conan must attempt to leap over them.

Circle the edge of the battlefield looking for the gear that rose in a brief cinema during the transition. Stand next to the gear staying slightly to the left of center. The tentacles should barely miss Conan as they shoot out from Graven's body. Stay behind cover and hop over the protrusions as they near. Grab the gear with the action button when there's a brief pause in Graven's attack. The black bile near the gear begins to bubble signaling the approach of four Zombies. Immediately hit the action button again to release the gear and get away from the bile, or Conan is promptly surrounded.

Use grapples to eliminate the Zombies as they approach. Grapples are very effective since the tentacles can't hurt Conan throughout the attack animation. Piledriver and Backbreaker also provide a small number of green runes. Another good strategy if you have the mana is to use Armor Powers against the Zombies. Grapples are good, but if you have the juice, Armor Powers are quicker. Defeat all four Zombies then return to the gear and wait for Graven's attack to pause again.



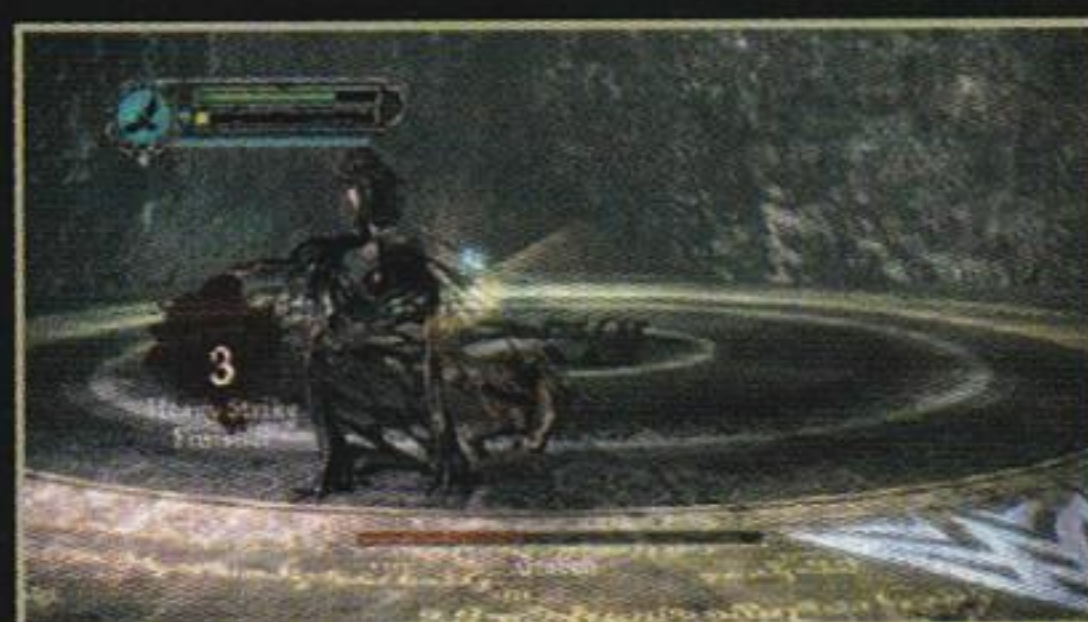
Grab the gear and spin it during the break. Let go as soon as Graven's attack begins again. Keep dodging the tentacles and spinning the gear during the momentary breaks until the blue arrow on the inner disk lines up with the gear. Graven is struck by Rain of Fire and he melts into the black bile.



The battle shifts to a one-on-one fight again. This section is pretty much the same as it was previously except that Graven gains a new combo. Continue to stay slightly out of his reach and counterattack each time he misses.

When Graven's health runs out there's a second battle command sequence. This one is slightly longer than the first with five parts. Complete it to force the battle forward. Fail and Graven steals a chunk of Conan's health and continues to fight one-on-one until the command is completed successfully.

Graven returns to the center and begins his spinning tentacle attack once more. Now the tentacles are at two heights. Hop over the low extensions and allow the high parts to pass over Conan's head. The timing isn't difficult. Be patient and stand in the same location next to the second gear.



Grab the gear when there's a break in Graven's attack. Quickly tap the action button again to release the gear and move as Zombies rise from the bile. Eliminate the four Zombies with grapple attacks while avoiding the tentacles. Return to the gear and wait for another opportunity to spin it. Keep spinning until the arrow in the center lines up with the gear. Graven is struck by Raven Plague and the battle returns to a one-on-one contest.

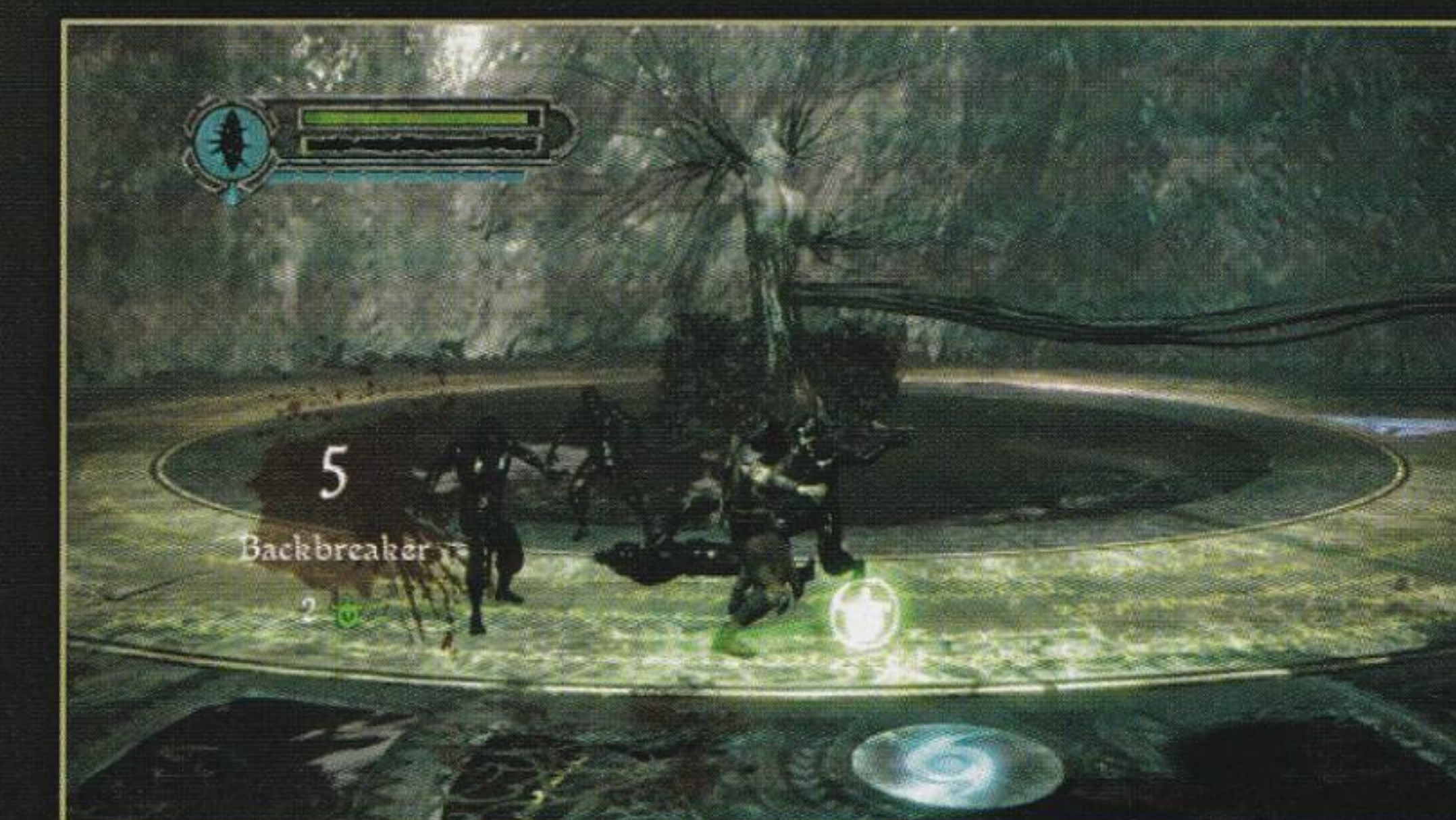
The battle section remains the same with the addition of another attack. Graven now has a long combo comprised of four guard breakers and a final unblockable thrust. The move is slow and no harder to dodge than the rest of Graven's arsenal. Maintain the same strategy to slowly hack away at the monster's health.

Another battle command is triggered when Graven's health bottoms out. This one is seven commands. Follow it carefully. One slip and Graven steals a large chunk of Conan's health and the fight resets.

Graven returns to the center of the arena upon successful completion of the battle command. This time there are high and low tentacles and Zombies crawl up from the black bile in the center of the arena. There are two groups of four Zombies. Stay near the next gear, but don't touch it. Remain along the outside until the Zombies begin to climb out of the muck. Don't enter the muck. It's far too toxic and drains Conan's health quickly. Use grapple moves to finish them off and earn green runes.



the last of the bile-covered beasts, so you're free to turn the wheel whenever Graven pauses. Turn the gear until the arrow on the inside of the arena lines up with the gear.



The battle is nearly over. All that remains is a final battle command. This one is four parts, but requires immediate action. There are two tap commands. Tap feverishly to ensure success.



Complete the command to finish the game. Fail and Conan is defeated.

TREASURE CHEST LOCATIONS

Treasure chests provide red runes, which are used as experience (or currency) to purchase new abilities in the combat abilities sub-menu. Each chest is worth sixty red runes. That's far more than what you earn for defeating enemies. Finding treasure chests is essential to developing Conan's skills so he's able to combat the fiercest of opponents in later levels. Use this checklist to ensure you've found all of the treasure chests hidden throughout the game.

PROLOGUE



Chest No.001 (pg.20)



Chest No.002 (pg.20)

CHANCE MEETING



Chest No.003 (pg.22)



Chest No.004 (pg.23)



Chest No.005 (pg.23)



Chest No.006 (pg.26)

PIRATE RAID



Chest No.007 (pg.29)



Chest No.008 (pg.31)

SAND VAULT



Chest No.009 (pg.37)



Chest No.010 (pg.40)



Chest No.011 (pg.41)



Chest No.012 (pg.41)



Chest No.013 (pg.44)

TRIBAL WARRIOR



Chest No.014 (pg.48)



Chest No.015 (pg.48)



Chest No.016 (pg.49)



Chest No.017 (pg.49)



Chest No.018 (pg.50)



Chest No.019 (pg.51)



Chest No.020 (pg.52)



Chest No.021 (pg.53)

ELEPHANT GRAVEYARD



Chest No.022 (pg.55)



Chest No.023 (pg.58)

MIDNIGHT RAID



Chest No.024 (pg.62)



Chest No.025 (pg.63)



Chest No.026 (pg.63)



Chest No.027 (pg.63)



Chest No.028 (pg.65)



Chest No.029 (pg.66)



Chest No.030 (pg.67)

OUTPOST



Chest No.031 (pg.68)



Chest No.032 (pg.68)



Chest No.033 (pg.70)



Chest No.034 (pg.70)



Chest No.035 (pg.70)



Chest No.036 (pg.72)



Chest No.037 (pg.73)



Chest No.038 (pg.73)

DEVIL ISLAND



Chest No.039 (pg.76)



Chest No.040 (pg.79)



Chest No.041 (pg.81)



Chest No.042 (pg.81)



Chest No.043 (pg.81)

FALLEN KINGDOM



Chest No.044 (pg.85)



Chest No.045 (pg.88)



Chest No.046 (pg.89)



Chest No.047 (pg.89)



Chest No.048 (pg.89)



Chest No.049 (pg.89)



Chest No.050 (pg.89)

WELL OF DREAMS



Chest No.051 (pg.93)



Chest No.052 (pg.96)



Chest No.053 (pg.97)

SPIRE



Chest No.054 (pg.98)



Chest No.055 (pg.99)



Chest No.056 (pg.100)



Chest No.057 (pg.100)



Chest No.058 (pg.100)



Chest No.059 (pg.100)

DARK PRISON



Chest No.060 (pg.102)



Chest No.061 (pg.102)



Chest No.062 (pg.103)



Chest No.063 (pg.104)



Chest no.064 (pg.106)

MAIDEN LOCATIONS

A bevy of beautiful maidens have been captured and are in dire need of a hero. Scour the levels to find these lovely ladies as each one rewards Conan with one-hundred red runes when rescued. The runes are used as experience (currency) to purchase new moves in the combat abilities menu. Find them all and Conan will be far better prepared when he reaches the later levels. Use this checklist to ensure you rescue them all.

CHANCE MEETING



Maiden No.001 (pg.24)

PIRATE RAID



Maiden No.002 (pg.31)

TRIBAL WARRIOR



Maiden No.003 (pg.48)



Maiden No.004 (pg.50)



Maiden No.005 (pg.52)

ELEPHANT GRAVEYARD



Maiden No.006 (pg.57)



Maiden No.007 (pg.58)



Maiden No.008 (pg.59)

MIDNIGHT RAID



Maiden No.009 (pg.65)



Maiden No.010 (pg.66)

OUTPOST



Maiden No.011 (pg.70)



Maiden No.012 (pg.70)



Maiden No.013 (pg.70)



Maiden No.014 (pg.71)



Maiden No.015 (pg.71)



Maiden No.016 (pg.72)



Maiden No.017 (pg.73)

DEVIL ISLAND



Maiden No.018 (pg.80)



Maiden No.019 (pg.81)

FALLEN KINGDOM



Maiden No.020 (pg.84)



Maiden No.021 (pg.87)



Maiden No.022 (pg.89)

WELL OF DREAMS



Maiden No.023 (pg.93)



Maiden No.024 (pg.97)

RUNE TRIUMVIRATES

A Rune Triumvirate is composed of three mystical runes that share a color. Conan can increase one of three properties by finding all three parts of a Rune Triumvirate and activating them together. Green runes increase Conan's maximum health. Red runes improve the size of his Song of Death meter. Blue runes grant the ability to hold more energy for Armor Powers.

Sometimes parts of a Rune Triumvirate are easily located. At other times they may be cleverly hidden around an area or under certain objects. Stand next to one of the parts and press the action button. Conan pierces the rune with his weapon and it begins to flash slowly. Energy trails also run from the rune toward the other two runes in the triumvirate. The trails point straight to the next part, but the path is rarely so easy. You may need to search very hard both high and low before locating the next piece.

When activating a Rune Triumvirate you must active all three parts within a limited amount of time. The first rune begins to pulse slowly after being activated. The pulsation increases in speed until it finally comes to a sudden halt. Conan must locate and activate the other two parts before the pulsing stops. Even if Conan fails it's typically, but not always, possible to try again.

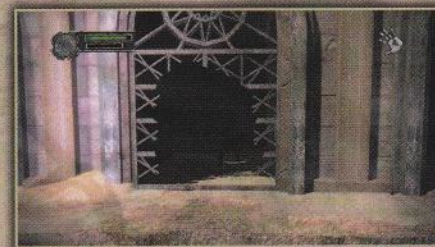
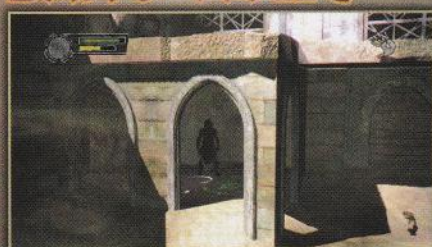
Here's a list of the different Rune Triumvirates hidden throughout the game.

PIRATE RAID



Green Rune Triumvirate (Maximum Health) (pg.29)

SAND VAULT



Green Rune Triumvirate (Maximum Health) (pg.37)

TRIBAL WARRIOR



Red Rune Triumvirate (Song of Death Length) (pg.49)

ELEPHANT GRAVEYARD



Blue Rune Triumvirate (Armor Power Energy) (pg.55 & 59)

MIDNIGHT RAID

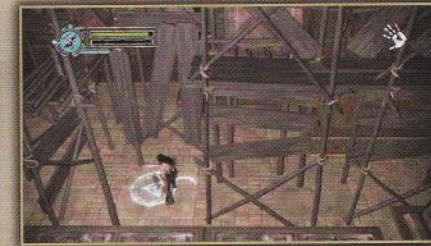


Red Rune Triumvirate (Song of Death Length) (pg.63)

OUTPOST



Red Rune Triumvirate (Song of Death Length) (pg.69)



Blue Rune Triumvirate (Armor Power Energy) (pg.72)

DEVIL ISLAND



Blue Rune Triumvirate (Armor Power Energy) (pg.79)

FALLEN KINGDOM



Green Rune Triumvirate (Maximum Health) (pg.85)

WELL OF DREAMS



Blue Rune Triumvirate (Armor Power Energy) (pg.93)

SPIRE



Red Rune Triumvirate (Song of Death Length) (pg.99)

UNLOCKABLES

There are many items in the Unlockables menu that open as you complete various objectives throughout the game. These range from cheats you can activate to give you an edge while playing back through the game, to cool conceptual art and video segments from the game.

KING DIFFICULTY

To open the King difficulty setting, you must first finish the game on the Hard difficulty setting.

VIDEOS/CONCEPT ART

To open the various videos and concept art you must complete different objectives throughout the game.

ITEM	REQUIREMENT
ARGOS #1	20,000 Points
ARGOS #2	25,000 Points
BARACHAN ISLES #1	1,000 Points
BARACHAN ISLES #2	3500 Points
KUSH #1	9500 Points
KUSH #2	12,000 Points
BALMORIA #1	32,000 Points
BALMORIA #2	35,000 Points
PARAD ISLE #1	7000 Points
PARAD ISLE #2	29,000 Points
AT SEA #1	22,000 Points
AT SEA #2	23,000 Points
STYGIA #1	14,000 Points
STYGIA #2	17,000 Points
ARGOSSEAN #1	21,000 Points
ARGOSSEAN #2	27,000 Points
CORSAIR #1	1200 Points
CORSAIR #2	4500 Points
KUSHITE #1	11,000 Points
KUSHITE #2	13,000 Points
BALMORIAN#1	33,000 Points
BALMORIAN#2	37,000 Points
STYGIAN #1	16,000 Points

ITEM	REQUIREMENT
STYGIAN #2	19,000 Points
BONE CLEAVER	10,000 Points
SAND DRAGON	11,500 Points
ELEPHANT DEMON	16,500 Points
SORCERESS QUEEN	21,500 Points
GIANT SQUID	26,000 Points
GRAVEN	39,000 Points
LOST CHARACTER #1	10,250 Points
LOST CHARACTER #2	15,250 Points
LOST CHARACTER #3	20,250 Points
LOST CHARACTER #4	25,250 Points
LOST CHARACTER #5	30,250 Points
LOST CHARACTER #6	35,250 Points
LOST CHARACTER #7	40,250 Points
LOST CHARACTER #8	45,250 Points
LOST CHARACTER #9	50,250 Points
LOST CHARACTER #10	55,250 Points
MAIN CHARACTER #1	8000 Points
MAIN CHARACTER #2	10,100 Points
MAIN CHARACTER #3	11,750 Points
MAIN CHARACTER #4	16,750 Points
MAIN CHARACTER #5	21,750 Points
MAIN CHARACTER #6	26,500 Points

ACHIEVEMENTS

The following is a list of achievements for the XBOX 360 and PS3 versions of Conan.

ACHIEVEMENT	REQUIREMENT	REWARD
HANDS-ON	5 Grapple Kills	10G
MAN HANDLE	50 Grapple Kills	15G
DEATH GRIP	250 Grapple Kills	20G
FATAL TOUCH	500 Grapple Kills	30G
SHISH KABOB	Impale an Enemy	10G
ENEMY APPETIZERS	Impale 100 Enemies	30G
NOW YOU SEE IT, NOW YOU DON'T	Disarm an Enemy	10G
MASTER LOOTER	Disarm 100 Enemies	30G
ROCK OF AGES	Kill 100 Enemies by Boulder Throw	30G
FREE FALL	Kill an Enemy by Death Fall	10G
DEATH RAIN	Kill 100 Enemies by Death Fall	30G
SLICE 'N DICE	100 Dismemberments	10G
CHOP SHOP	500 Dismemberments	20G
MEAT MARKET	1000 Dismemberments	30G
PARRY FARM	Perform Every Parry Kill Move	10G
PARRY ASSASSIN	100 Parry Kills	15G
PARRY KING	200 Parry Kills	20G
CHAINED ATTACKER	Combo Counter Reaches 100	10G
CHAIN OF FOOLS	Combo Counter Reaches 325	20G
MOB MASSACRE	Kill 5 or More Enemies Simultaneously	15G
SECRET	Unknown/Locked	??G
TREASURE SEEKER	Find 5 Treasure Chests	10G
TREASURE HUNTER	Find 50 Treasure Chests	20G
NOBLE CONAN	Save a Maiden	10G
SECRET	Unknown/Locked	??G
TRIUMVIRATE SEEKER	Activate 5 Rune Trumvirates	10G
TRIUMVIRATES UNITED	Activate all Rune Trumvirates	20G
SECRET	Unknown/Locked	??G
SECRET	Unknown/Locked	??G
SECRET	Unknown/Locked	??G
SECRET	Unknown/Locked	??G
SECRET	Unknown/Locked	??G
SECRET	Unknown/Locked	??G
THE LEGENDARY SET	Collect all Armor Pieces	10G
MIGHTY CONAN	Complete the Game on Hard Mode	30G
MASTER CONAN	Complete the Game on King Mode	50G
BILL OF HEALTH	Find all Health Meter Powerups	20G
ARMORED UP	Find all Power Meter Powerups	20G
ADRENALINE RUSH	Find all Song of Death Meter Powerups	20G
MASTER SWORDSMAN	All One-Handed Blade Attacks Mastered	10G
MASTER DUAL WIELDER	All Dual Wield Attacks Mastered	10G
MASTER TWO-HANDED SWORDSMAN	All two-handed blade attacks mastered	10G
BRING OUT THE GIMP	Kill at least 25 enemies during the Giant Squid boss battle	15G
LOSING HIS MIND	Decapitate a Captain with a Shield	20G
UNTOUCHABLE	Complete a Mission Without Taking any Damage	40G
THE BLOODY CROWN	Score 100,000 Total Points	40G



THE HYBORIAN AGE

Conan lived during the era that scholars and dreamers alike call "The Hyborian Age." But mankind's lost prehistory extends back much farther even than that.

The Nemedian Chronicler referred to that earlier period as "The Pre-Cataclysmic Age," which probably occurred 15 to 20 millennia ago. This era gave rise to the Thurian civilization, the waning days of which were dominated by the mainland

kingdoms of Valusia, Grondar, Thule, and others, all of whom spoke a common language. But that time had its barbarians as well, including the Picts, the Atlanteans, and the Lemurians. These tribes dwelt on islands or small continents far out on the Western Ocean. The

Atlanteans were the ancestors of the Cimmerians—the race from which Conan would

one day spring—and the mightiest of them all was Kull of Atlantis, who rose to become king of civilized Valusia.

"Then," as Robert E. Howard wrote, "the Cataclysm rocked the world."

BARBARIANS IN A STRANGE NEW WORLD

The Great Cataclysm! Volcanoes and earthquakes destroyed the mighty Thurian cities, reducing their once-proud culture to savagery. Atlantis and Lemuria sank beneath the seas, and the Pictish Isles were heaved up, forming the mountain peaks of a new continent.

In the centuries that followed, the untamed island races migrated to the mainland in seagoing vessels, where the Atlanteans and the Picts fought a series of bloody wars that left both sides in a near-bestial state. The Lemurians were enslaved for thousands of years by an ancient race on the main continent, and theirs became a history of brutal servitude.

THE RISE OF THE HYBORIANS

The first tribe of survivors to begin the steep climb back to a state of civilization were the Hybori, for whom this age is named. This was a time of wanderings and conquests, as tribes mingled and mixed and formed new peoples. The first of the Hyborian realms to come into existence was Hyperborea, whose inhabitants turned abruptly from a nomadic life and began erecting dwellings of naked stone in the far north.

In the years that followed, other Hyborians founded kingdoms of their own. The first of these was the more southerly state of Koth, which bordered the lands of the nomadic clans that would soon establish the domain called Shem. The dusky-skinned Zhemri, who were descended from the remnants of one of the Thurian nation-states, founded the eastern kingdom of Zamora. And a hybrid race, formed of Picts, Hyborians, and the agrarian dwellers of the Valley of Zingg, brought forth a kingdom all their own. They called it Zingara.

THE AGE OF CONAN

Over the next 4,000 or 5,000 years, many of the migrating clans gradually built new and civilized nation-states in the large central land mass, including Aquilonia, Nemedra, Ophir, Brythunia, Argos, Corinthia, and the Border Kingdom. The Picts, however, remained in a state of unbridled savagery.

Meanwhile, dwelling north of Aquilonia were the Cimmerians, ferocious Atlantean-descended barbarians untamed by any invaders. Still farther north, other strands developed into the red-haired inhabitants of Vanaheim and the blond denizens of Asgard.

The descendants of the Lemurians at last rebelled,

threw off their masters' yoke, and became the Stygians. They ruled a territory to the south of the great River Styx, which wound its way like a serpent to the Western Ocean. Other branches of once-Lemurians trekked eastward, where they gradually evolved into the Hyrkanians and the Khitans. And all the while, the dark-skinned tribal inhabitants of the far south lived in isolation.

This, then, was the high Hyborian Age. This was the Age of Conan.



"... there was an age undreamed of..."

CONAN

CORSAIR OF THE BLACK COAST

I must go down to the sea again..." So wrote the English poet John Masefield... and Conan, twelve millennia earlier, would have understood. At several different points in his life, the Cimmerian became a seafarer—almost always outside the laws of nations. Call him pirate, buccaneer, or corsair, he often sailed in search of plunder and adventure.

SEA CHANGE

Conan was about twenty-four when the Road of Kings led him at last to Messantia, the major seaport of Argos. At the time, he had no intention of going to sea, but fate forced his hand. Hauled into court, he was ordered by an insolent judge to reveal the whereabouts of a comrade who had run afoul of the law. When he explained that he could not betray his friend, the judge threatened to toss him into a dungeon. At this point, Conan decided "they were all mad," and cleft the judge's skull with his sword. (And, while we may question allowing the barbarian to wear a sword into the courtroom, we should also consider what would have happened to anyone who tried to take it from him.)

Realizing he was now persona non grata in Messantia, Conan commandeered the nearest horse and galloped for the wharfs. There, he hopped aboard a merchant vessel just pulling away from the docks and at swordpoint ordered its captain, a man named Tito, not to turn back. Thus did Conan of landlocked Cimmeria go to sea for the first time aboard the *Argus*.

FIRST MEETING—FIRST MATE

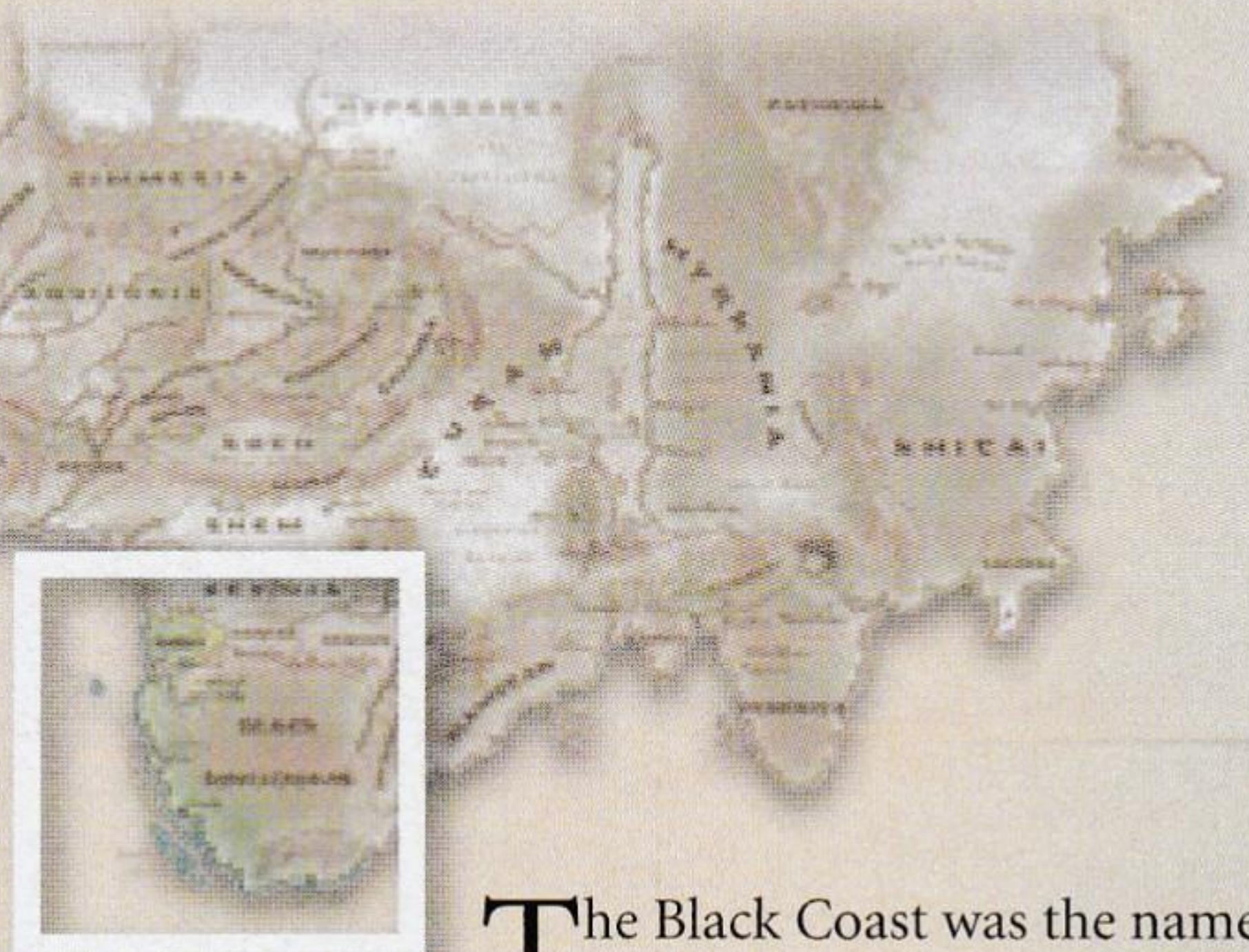
Along the so-called Black Coast, the crew of the *Argus*, which now included the young barbarian, beheld the smoking ruins of villages and ebony corpses. One sunrise, they were attacked and boarded by the black corsairs from the *Tigress*, a pirate galley commanded by Bêlit, the self-styled "Queen of the Black Coast." Tito and all his crewmen died in the assault. Even Conan, shearing heads from shoulders while himself protected by armor, would have fallen to the sea of spears surrounding him—if the she-pirate herself had not intervened. On an impulse, she made the fierce Cimmerian her first mate—in more ways than one—and he entered a new phase of his ever-colorful life.

THE RAGE OF THE *TIGRESS*

For the next three years, Conan sailed with Bêlit as her ship ranged the seas, mostly between Stygia and the southernmost tip of the Black Coast. The villagers shuddered, aware that at any moment they might fall prey to pirates of their own race. Survivors of raided Stygian ships cursed both captain and first mate. But the Queen of the Black Coast and her barbarian mate were undaunted. As the Chronicles say, "Heedless as a vagrant wind, the *Tigress* cruised the southern coasts...."



ALL IS MYSTERY

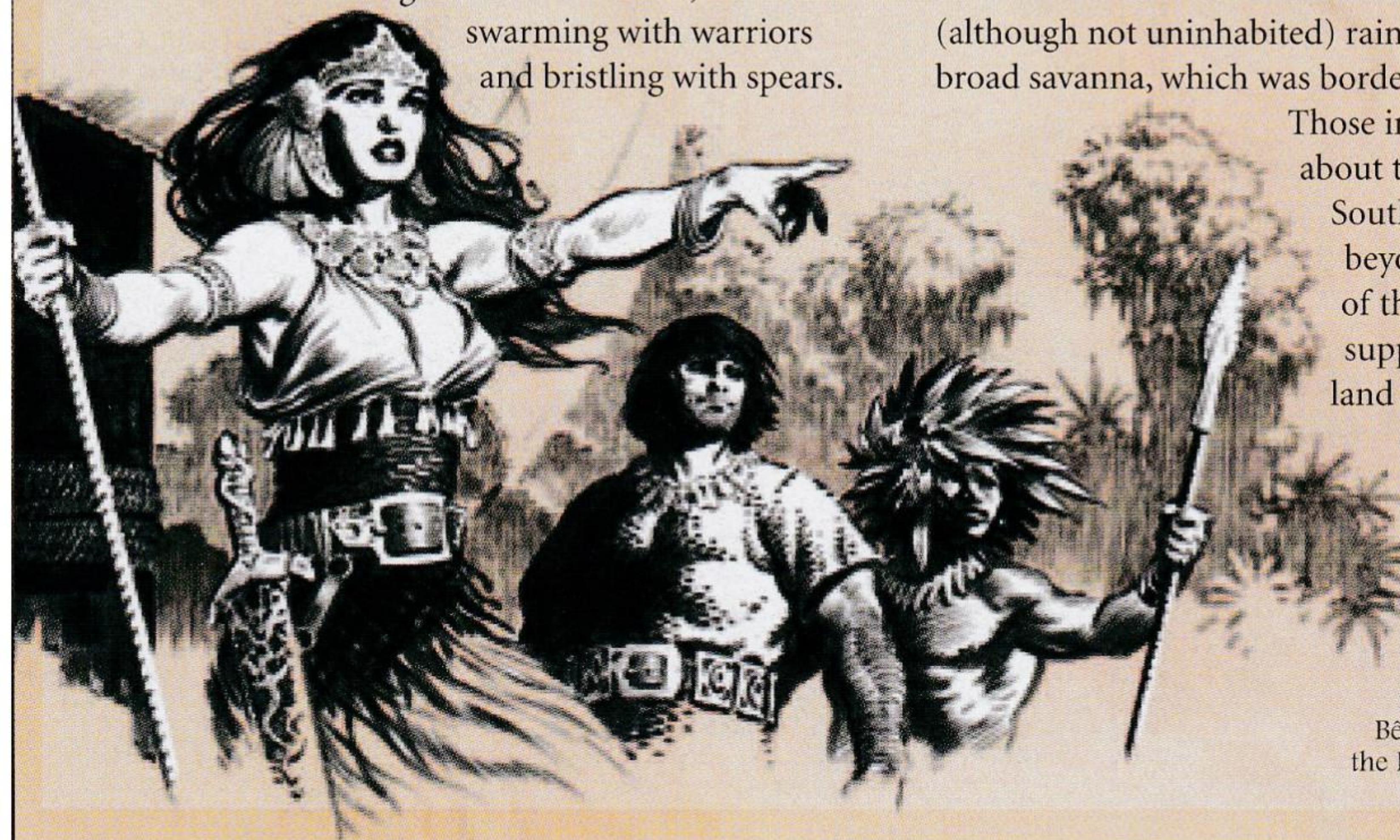


The Black Coast was the name given to the lands that bordered on the Western Ocean south of priest-ridden Stygia. It was doubtless called that originally because of its fierce, dark-skinned inhabitants. But it earned its name twice over by remaining a region of which little was known, as if all light and knowledge were swallowed up as soon as one moved from those palm-lined shores into the somber vastness of the interior.

THE BLACK COAST

The earliest and most authentic maps of the Hyborian Age do not even list the names of the “nations” that comprised the Black Coast. Although it seems certain that the most northerly one was named Kush, the others were perhaps not truly kingdoms at all, but simply collections of isolated tribal lands. South of the Zarkheba River, all is mystery.

Even so, there is ample evidence suggesting that the tribes traded and communicated with each other, both on the Black Coast and further inland. During those few years that the white she-pirate Bêlit and her savage crew ranged those waters, drums beat out a voiceless warning to those further south that the she-devil buccaneer was headed their way. The villages trembled even before the sails of the dreaded *Tigress* hove into view, her decks swarming with warriors and bristling with spears.



HAIL TO THE QUEEN

It is unknown whether Kush or other lands of the Black Coast ever had a true king. Perhaps that is one reason that the she-pirate Bêlit styled herself “Queen of the Black Coast.”

After Bêlit’s reign came to an end, the denizens of these southern climes were content to have little contact with each other or with northerners. And given their unfortunate experiences, who can blame them?

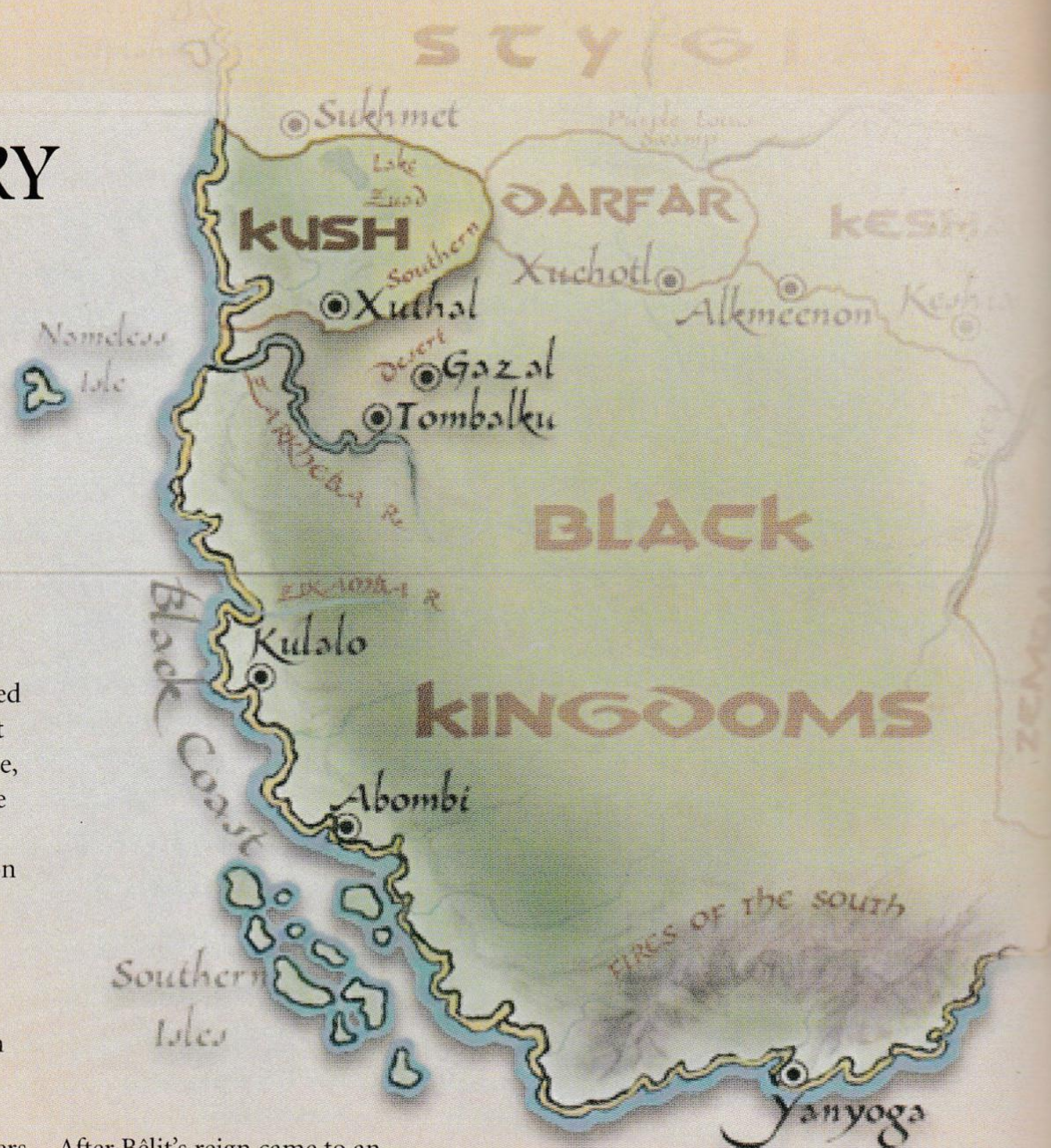
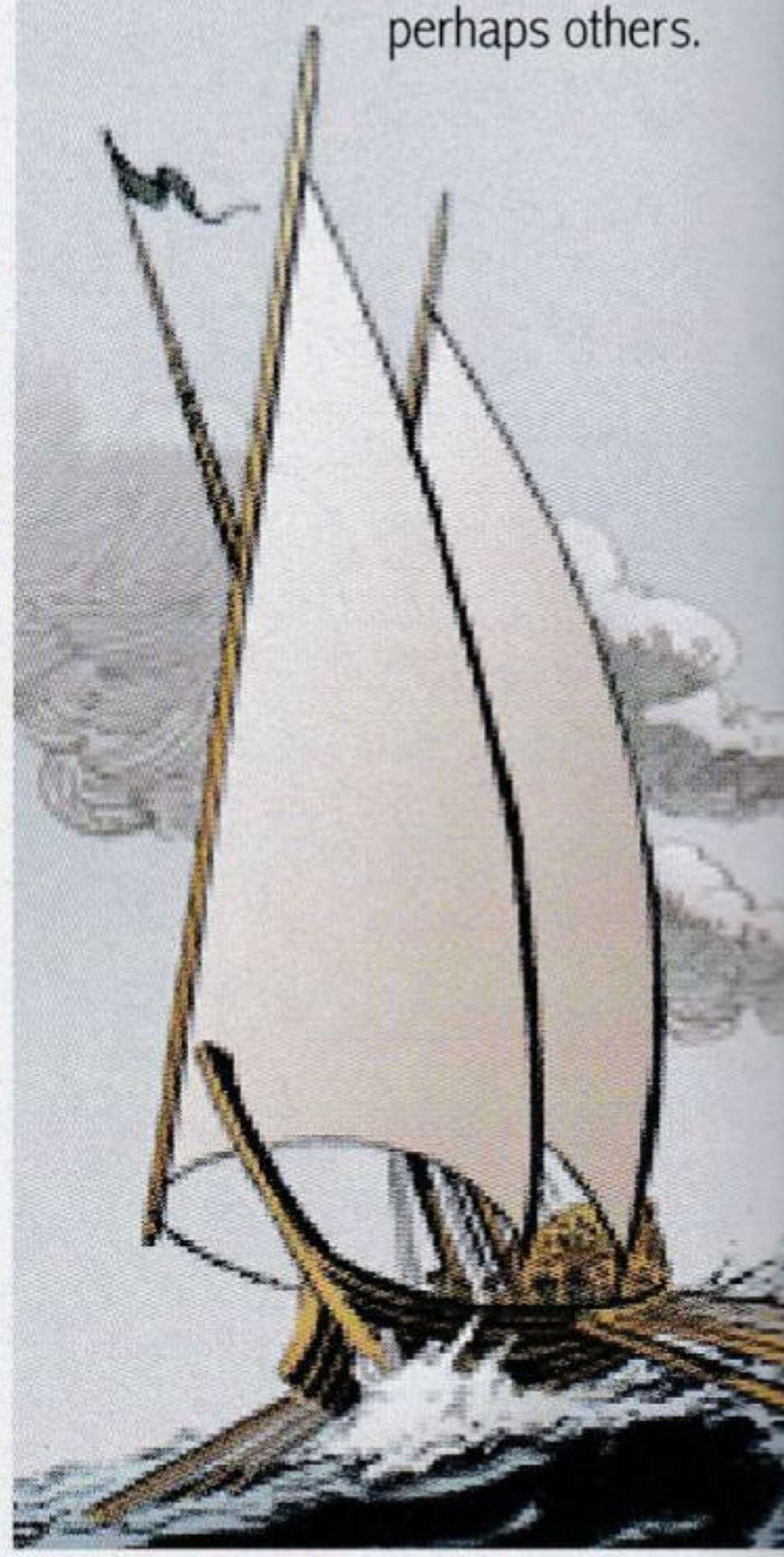
KUSH

The country called Kush, the capital of which has at times been given as “Meroë,” was comprised mostly of villages along the shore of the Western Ocean. Plunging a few miles inland, careless travelers would have encountered first a band of almost impenetrable (although not uninhabited) rain forest, followed by a broad savanna, which was bordered on the east by hills.

Those in Kush who thought about things counted the Southern Desert, which lay beyond those hills, as part of their kingdom, but the supposed “kings” of the land exercised no control over the vast wasteland.

KUSH... BUT ONLY IN NAME

Kush was the northernmost of the black kingdoms located to the south of Stygia. But because the Hyborians knew so little of the black lands, they often used the term “Kush” to refer to all of them indiscriminately. That would have included the countries of Darfar, Keshan, Punt, Zembabwei, and perhaps others.



AMRA

During Conan’s days of sailing the waters of the Black Coast with Bêlit, he gained the name “Amra,” which means “the lion.” Its origins are uncertain, although the Nemedian Chronicles do give us a hint: “Tom-toms beat in the night, with a tale that the she-devil of the sea had found a mate, an iron man whose wrath was as that of a wounded lion.”

Less substantiated legends tell of an earlier “Amra.” This crimson-haired jungle man was said to be the son of an Aquilonian nobleman. Having been raised among the great felines, he had become “Lord of the Lions” and had dared try to force himself upon Bêlit. Conan killed him in hand-to-hand combat.

Two decades later, Conan’s deeds were still remembered by the people of the region, although few knew that the “Amra” of their legends was the same north-born barbarian who was then sitting upon the throne of Aquilonia.

LEGENDS OF AMRA AND BÊLIT

There exist few hard facts concerning Conan’s sojourn with Bêlit, but many yarns have been spun. There are tales of tribesmen of the interior riding the backs of great crocodiles known as “river-dragons,” and of huge falcons being ridden by men of Harakht, the mythical “Hawk City” located somewhere on the River Styx. Ballads are sung of Kelka, the time-lost “city in the storm,” and of an isle ruled by the Lord of the Feathered Serpent. It is even said that, at one point, Conan and Bêlit stormed King Ctesphion’s palace, located in the Stygian capital at Luxur, and that they ran afoul of Thoth-amon’s murderous Man-Serpents.

BEHIND THE LEGENDS

One thing verified by the Nemedian Chronicles is that it was during this period that Conan first encountered the scrawled symbol that he would come to know as the Sign of Jhebbal Sag. This powerful sigil could control the actions of wild beasts. Some say that one of Jhebbal Sag’s votaries, Ajaga by name, crowned himself the “Beast King of the Black Coast” and, leading an army of animals from the jungle, briefly carved himself an empire.

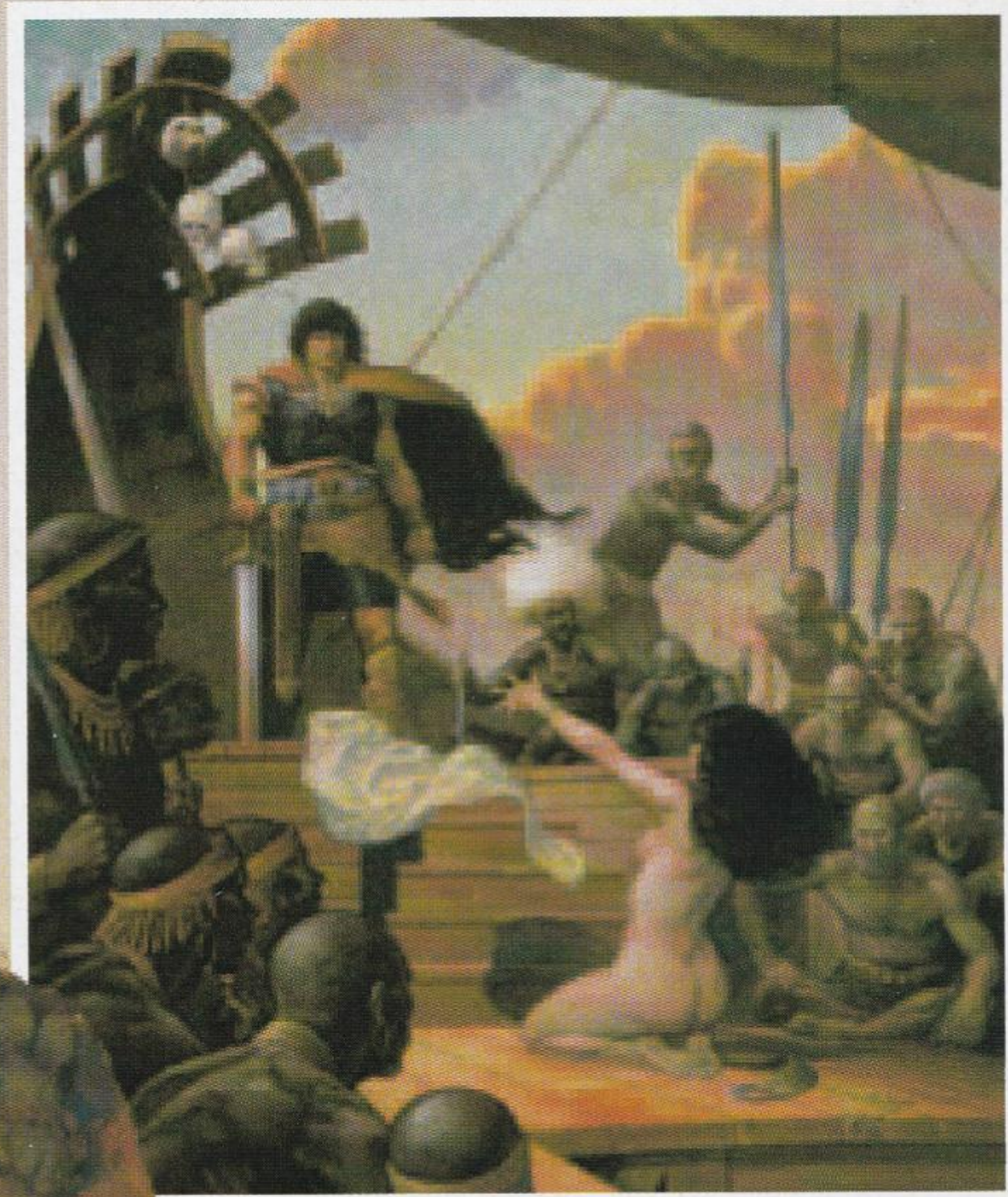
It is also known that Bêlit occasionally traded with Argossean merchants, perhaps sneaking into Messantia by night to do so. Once, she, Conan, and the corsairs burned the “black walls” of Khemi, Stygia’s major seaport—although it is unclear whether those “black walls” were the city’s sea walls or its dark-prowed ships.

LION KING

Conan was known as Amra for the several years during which he ruled the Black Coast with Bêlit, who was, to put it mildly, rather taken with him from the very beginning.

TO THE VICTOR GO THE SPOILS

According to legend, after Conan killed the man known as Amra, he took over both his name and the great lion that had been the jungle king’s own blood-brother.



CONAN

THE WARRIOR

The word “warrior” can have many meanings, and Conan was a warrior in many ways—and in many places—as he neared the age of 30. Penniless after his long trek north through the black kingdoms, where his reputation as Amra had stood him in good stead, he found himself again in need of gainful employment in the Hyborian lands. Thanks to the constant feuding between the greedy monarchs of Shem, Koth, and Ophir, there was always a market for a good sword-arm.

FABLES AND FOLLIES

Legends and fables of his exploits during this period are abundant, although some ring truer than others. He is said to have saved the throne for King Phehemenes, a Zingaran sovereign, and to have barely avoided becoming a casualty of the Zingaran Inquisition. It's even rumored that the barbarian briefly became a pirate along the coast of Vanaheim, although piracy so far north is not even hinted at in the Nemedian Chronicles. Still, who can say that a few of the most outrageous of these stories may not actually have happened?

KOTH AND KHORAJA

One frequent setting for many of these apocryphal stories is Koth, perhaps because it was one of the older Hyborian kingdoms and was large enough to touch both sea-girding Argos in the west, and the outer steppes of Turan in the east. In these tales, Koth seems to be the crossroads of the world and the place where

Conan is said to have encountered a number of incredible beings, including Imhotep, the Devourer of Souls. Two different legends from this time tell of Conan allying with a young prince from Khitai and briefly assuming the role of warlord for the Kothian city-state of El Shah Maddoc.

Conan's verifiable exploits during this time are exciting enough. It is known that he re-entered mercenary service in the western nations, rising to the position of captain under Amalric the Nemedian. In Khoraja, Conan was destined to become, for the first time, a true leader of men—an experience that perhaps set him on the road to becoming king of opulent Aquilonia.

SURVIVOR

In a prominent story cycle, Conan joined the army of King Sumuabi of Akkharia, a city-state in the south of Shem. Through treachery, Akkharia's forces were wiped out almost to a man and Conan was that man! Many scholars have questioned the Cimmerian's knack for being the sole survivor of so many conflicts. Explain it away as you will—as the vagaries of fate, or even as the Cimmerian god Crom looking after him, unlikely as that may seem—the most logical explanation is perhaps that Conan the barbarian was the greatest swordsman and fighter of his age.

That alone may suffice to explain why, at battle's end, when the smoke and dust cleared, he was often left standing alone, bloody blade in hand, amid a landscape bathed in carnage and destruction...



A TRULY ANCIENT NEAR EAST

ARGOS

Argosseans were arguably the most skilled sailors of the Hyborian Age. In the kingdom's chief port of Messantia, located at the western end of the Road of Kings, Conan, fleeing from the law, hopped aboard a merchant ship heading south. The fact that one happened to be departing at just the right moment suggests both that the number of vessels entering and leaving the port was considerable and that the Cimmerian led a charmed life, which seems almost beyond dispute. Little is known of Argos' backward heartland, except that its border with rival Zingara was strewn with ghoul-haunted forests. Small wonder those nations preferred to compete at sea!



MESSANTIA, MON AMOUR
Messantia: where the Road of Kings ended and the Western Ocean began. The Argossean port was the crossroads for buccaneers who aspired to be brigands.

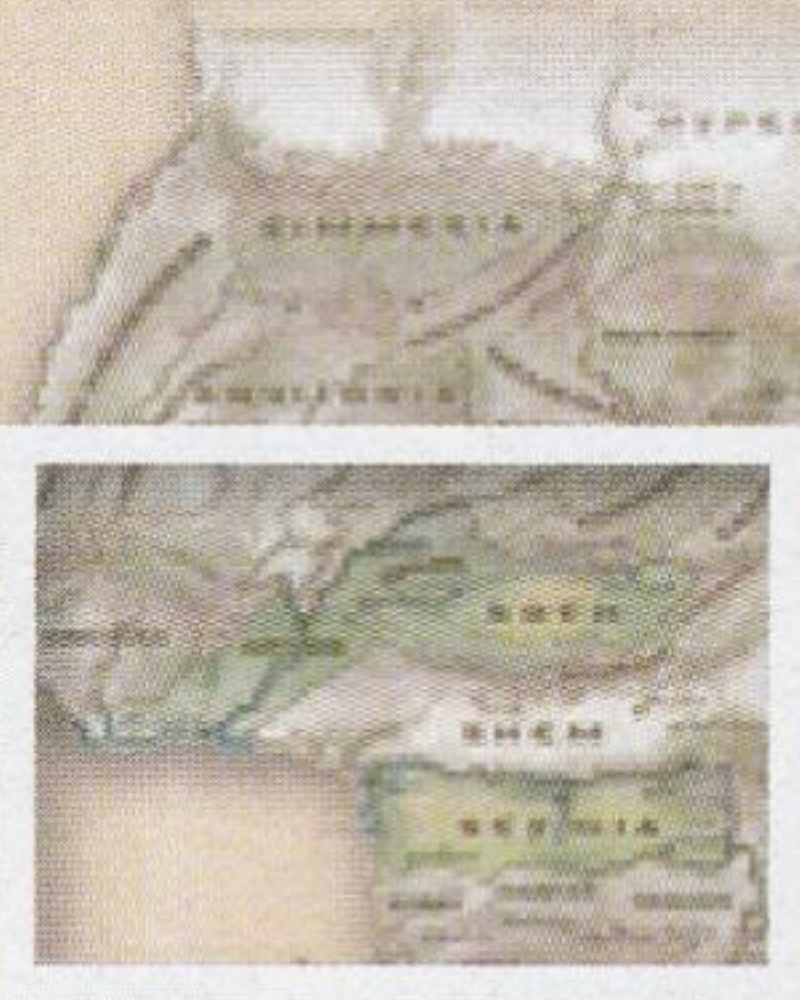
MOTHER LODE FROM MOTHER EARTH
It seems likely that the mountainous Ophirian frontier was the source of the kingdom's vast reserves of gold and precious stones.

OPHIR

Ophir was a kingdom of extraordinary wealth—a realm whose knights wore gilded armor, a most conspicuous extravagance. Those riches also paid for an army large enough to protect Ophir from its larger neighbors, such as Koth, Aquilonia, and Nemedia. In one infamous instance, Ophir betrayed an alliance with Aquilonia to join Koth in an invasion of the greatest of Hyborian kingdoms. It turned out to be a most unwise decision.

STYGIA

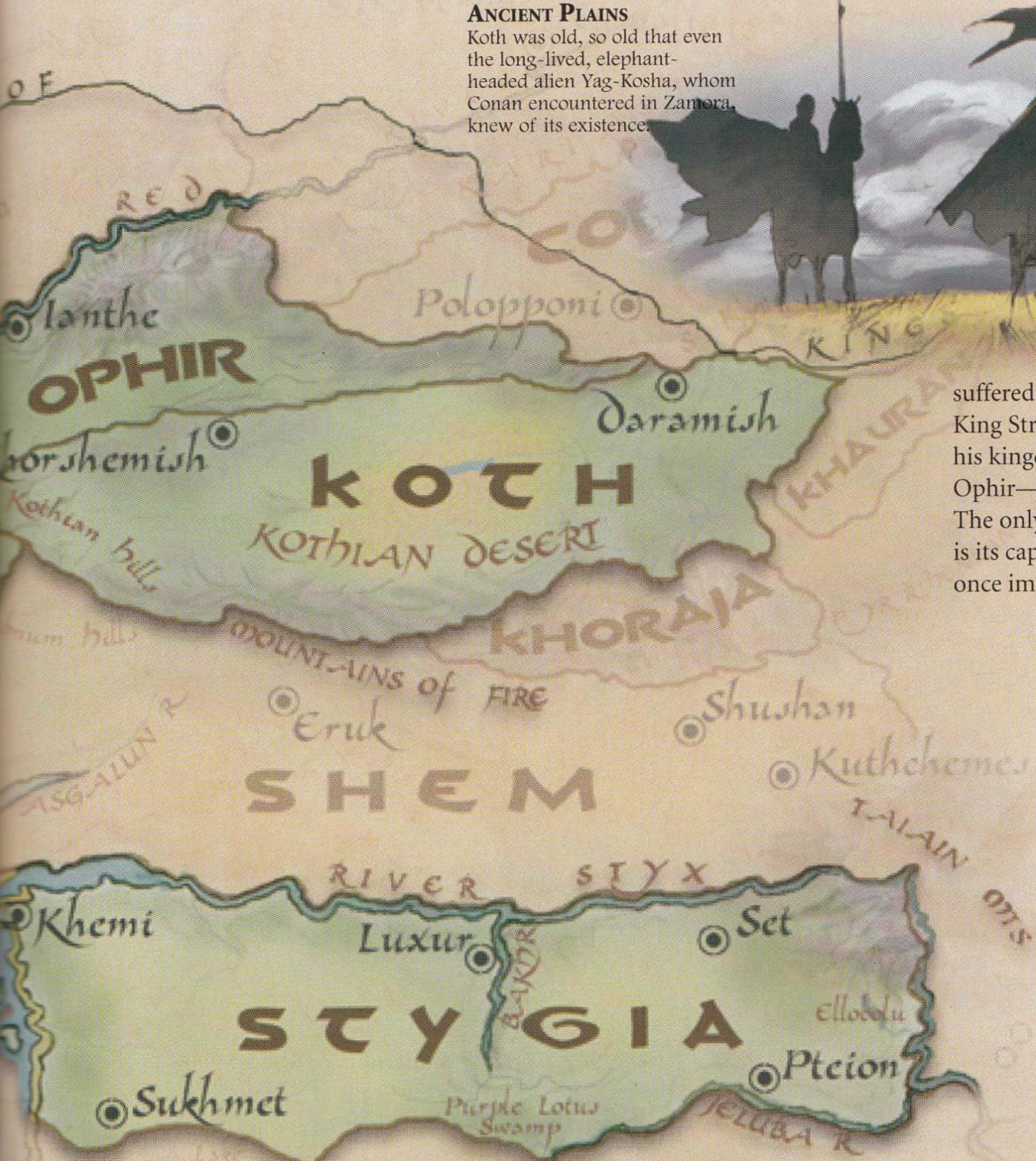
Stygia was a nation in decay. It held the dubious distinction as the kingdom with the most magicians per square league—as if its citizens' dedication to the serpent god Set was not enough to raise Hyborians' suspicions. One of its cities, Keshatta, was known as



ANCIENT PLAINS
Koth was old, so old that even the long-lived, elephant-headed alien Yag-Kosha, whom Conan encountered in Zamora, knew of its existence.

“...Koth that bordered on the pastoral lands of Shem...”

suffered from a surfeit of civil war under penurious King Strabonus. After Conan became king of Aquilonia, his kingdom was attacked by an allied Koth and Ophir—with catastrophic results for the invaders. The only Kothian city mentioned in the Chronicles is its capital, Khorshemish, where King Conan was once imprisoned—very briefly.

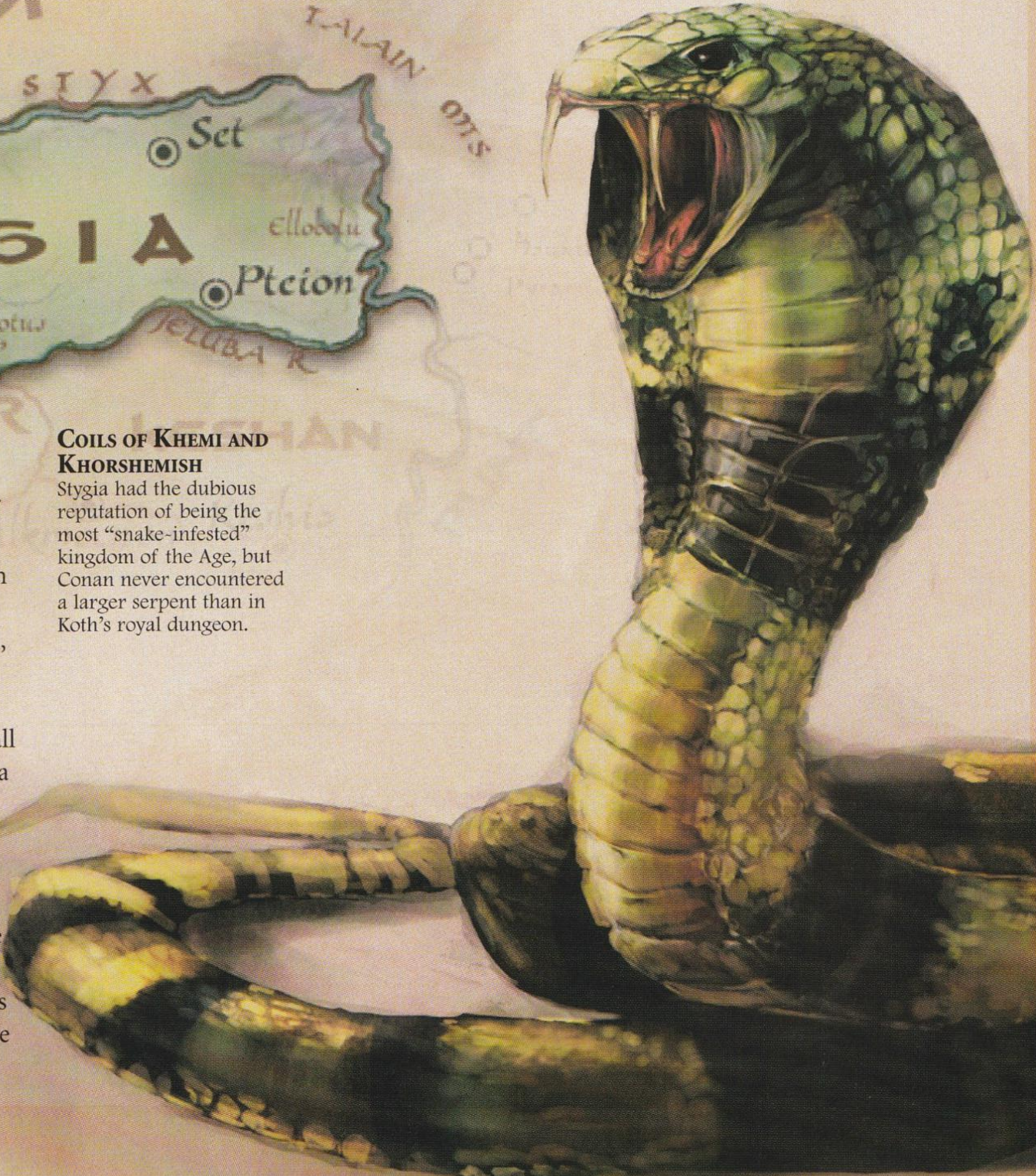


“the City of Magicians.” As for the land itself, most of Stygia was desert, although arable, richly cultivated earth lay alongside the River Styx, which flowed north from jungles, then west for 2,000 miles to the city of Khemi and the Western Ocean. Luxur, Stygia's capital, was located on a tributary of the Styx. Since Stygians rarely allowed foreigners to set foot in their land, the thriving port at Khemi and the caravans trekking in all directions across Stygia's desert must have employed a virtual army of native-born men.

COILS OF KHEMI AND KHORSHEMISH
Stygia had the dubious reputation of being the most “snake-infested” kingdom of the Age, but Conan never encountered a larger serpent than in Koth's royal dungeon.

KOTH

Koth is said to be one of the oldest of the Hyborian kingdoms, perhaps established by refugees fleeing the devastation in Valusia brought on by the Great Cataclysm. It is recorded that in those days Hyborians from Koth drove the ancestors of the Stygians into the lands south of the River Styx. In Conan's time, Koth



CONAN

SOUTH OF STYGIA

After such a long spell at sea, the Cimmerian was ready for a place where the surface he stood on did not pitch and sway with each rising and falling of the waves, and where his world was not limited by the distance from prow to stern. There were reports that, while heading eastward through Ophir, he became embroiled in a dispute between two military units: the Black Cloaks and the Iron Maidens, a band of armored women. But his ultimate destination would be the lands south of serpent-haunted Stygia. Hearing that wars were in the offing along the Stygian border (and when were they not?), Conan joined another armed force—one that bore a familiar name.

THE FREE COMPANIONS

In Conan's day, "The Free Companions" was apparently a common designation for mercenary companies. Once—was it really a decade earlier?—Conan had fought for a group that went by the same name. With them, he had raided the borders of Koth, Zamora, and Turan. After signing on with the new Free Companions, he was dispatched to the post at Sukhmet, which guarded the frontier between Stygia and Darfar. There, he served under a man named Zarallo, but he soon grew weary of the

inactive life. When a female soldier of fortune called Valeria left the camp for the mysterious kingdoms far to the south of Stygia, Conan followed her—with more on his mind than a bit of fresh air. That pursuit led them to the time-lost city called Xuchotl.

TWO FOR THE ROAMING

Only legend fills in the details of what happened after Conan and Valeria left Xuchotl. One cycle of tales has them caught up in yet another blood feud, this one involving two native tribes, a gigantic, intelligent Golden Serpent, and a "god" known as the Living Wind. By this time, they'd seen enough of the jungle, so they headed north to renew lives of piracy. It is doubtful, however, that the two of them would ever have been able to agree on which was to be captain. At some point, Conan and Valeria went their separate ways, and there is no record in the Nemedian Chronicles of their ever meeting again.

ALWAYS TIME FOR A TREASURE HUNT

Alone again, Conan's next stop was Keshan. Somewhere in that kingdom was ancient city of Alkmeenon, in whose lost ruins lay the priceless treasure known as the Teeth of Gwahlur. In order to remain in Keshan while secretly searching for these jewels, he volunteered to train its armies and lead them against their hereditary enemy, the neighboring kingdom of Punt. Border skirmishes gave him ample opportunity to prove his fighting and leadership prowess. In the end, he headed north out of Keshan—without the jewels, but, naturally, with a woman.



EAST AND SOUTH OF KUSH



THE BLACK KINGDOMS

South of Kush lay a land largely unmapped by Hyborian cartographers. There is only one city along this vast coastline whose existence is affirmed by the Nemedian Chronicles: Abombi, a town once sacked by Conan and Bêlit. Two other cities, Kulalo and Yanyoga, are spoken of in later legendry. The black corsairs' home islands lay off the far-southern coast of this region.

A TALE OF LOST CITIES

The vast jungles and swamps of the lands south of Stygia were home to numerous lost cities brimming with fabulous riches... and rarely uninhabited.

DARFAR

This inland kingdom was known for its cannibals who filed their teeth and shaped their hair with mud, building up a hornlike headdress. Surely there were other denizens in the land with less repulsive habits, but



sharp-fanged Darfars often retained their sweet tooth for "long pig" even after they had been carried off by slavers from Shem.

PUNT

Bordered partly by the River Styx, Punt was blessed with an abundance of precious metals found in its portion of the river. Its people worshipped an ivory goddess. Like the other black kingdoms, Punt was often subjected to raids by slavers from Stygia and Shem.

ZEMBABWEI

Zembabwei was perhaps the most powerful of these southernmost kingdoms, and was said to be ruled by "twin kings." Virtually nothing is known of this rising empire in the south, although some legends say its people worshipped the Stygian serpent-god Set under the alternate name Damballah.

UNKNOWN SOUTH

Even the Nemedian Chronicles describe this sprawling region sparsely, saying that they were "the vast black kingdoms of the Amazons, the Kashites, the Attaians, and the hybrid empire of Zembabwei."



CONAN

THE LIBERATOR

In the days of revolt, Conan was hailed as "the Liberator." He said that when the tyrant King Numedides lay dead at his feet, he "tore the crown from his gory head and set it on my own." But he still had much to learn, saying later, "I had prepared myself to take the crown, not to hold it." Yet, take the crown he did.

A PIRATE COMES SOUTH

Once more, legend steps forward to shine a light where facts are shadowy. According to one tale, after the events surrounding the search for Trancos' treasure, the Cimmerian came south by ship from Pictland to Argos, since Aquilonia itself was landlocked. He was accompanied by Count Trocero of Poitain, the nobleman general Prospero, Dexitheus, priest of Mitra, and the councilor Publius. If this legend is true, it is fitting that he arrived in Aquilonia still wearing pirate garb he had acquired in the north—for he meant to plunder the crown of Aquilonia.

A GATHERING OF EAGLES

According to this tradition, Conan returned to the Hyborian lands already determined to unseat Numedides. He and his allies soon had an army of more than 10,000 men, many of them veterans who had served with Conan in the Lion Regiment at Velitrium and Massacre Meadow during the Pictish wars. Naturally, King Milo of Argos was eager to see this multitude leave his soil. Why risk angering his more powerful fellow monarch to the north? And why give Conan the idea that being king of Argos might be enough?

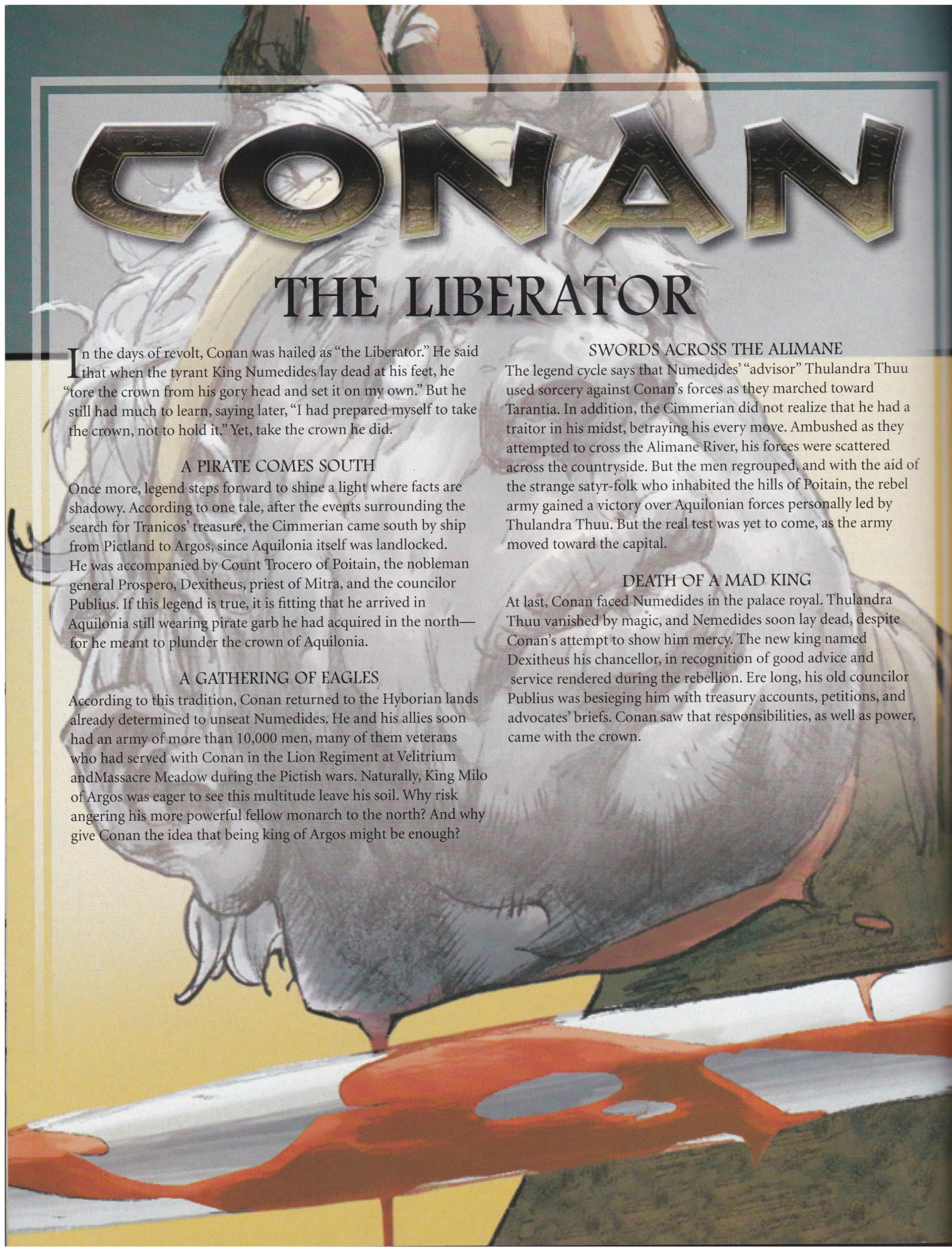
SWORDS ACROSS THE ALIMANE

The legend cycle says that Numedides' "advisor" Thulandra Thuu used sorcery against Conan's forces as they marched toward Tarantia. In addition, the Cimmerian did not realize that he had a traitor in his midst, betraying his every move. Ambushed as they attempted to cross the Alimane River, his forces were scattered across the countryside. But the men regrouped, and with the aid of the strange satyr-folk who inhabited the hills of Poitain, the rebel army gained a victory over Aquilonian forces personally led by Thulandra Thuu. But the real test was yet to come, as the army moved toward the capital.

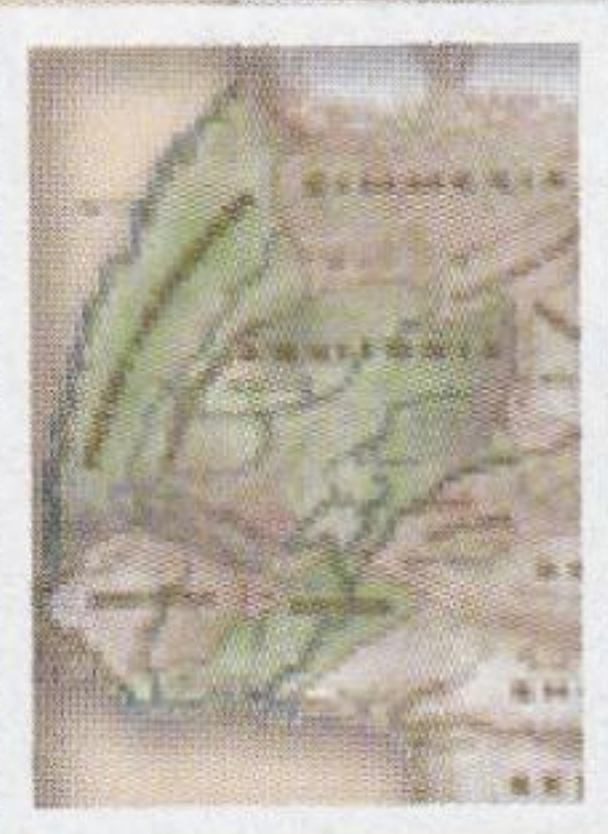
DEATH OF A MAD KING

At last, Conan faced Numedides in the palace royal. Thulandra Thuu vanished by magic, and Numedides soon lay dead, despite Conan's attempt to show him mercy. The new king named Dexitheus his chancellor, in recognition of good advice and service rendered during the rebellion. Ere long, his old councilor Publius was besieging him with treasury accounts, petitions, and advocates' briefs. Conan saw that responsibilities, as well as power, came with the crown.

*"...to tread the jeweled
thrones of the Earth..."*



BARBARIANS AT THE GATE



AQUILONIAN FRONTIER

The central portion of Aquilonia was shielded from attack by several “buffer” provinces. The thinly settled region known as Westermarck lay between the Black River and the Thunder River, separating Aquilonia from the Pictish Wilderness. Schohira, Oriskonie, Conawaga, and Conajohara—before it fell to the Picts—were each controlled by a baron who owed a tenuous allegiance to the king. Bossonia, also known as the Bossonian Marches, likewise resisted all-out rule by the central government. The hills of Gunderland provided troops to Tarantia, but its people “never considered themselves exactly Aquilonians.”

Poitain, Aquilonia’s southernmost region, had not always been a part of the great kingdom. But in Conan’s day, it was ruled by Count Trocero and was renowned for its military strength and its fealty to Tarantia, the capital.



PROUD POITAIN
On the rare occasions during Conan’s lifetime when foreign troops besieged the Aquilonian capital of Tarantia, the city found no province more loyal than Poitain.



GAULT, HAGAR’S SON

The Hyborian Age gave rise to many stirring events, not all of which featured the deeds of Conan. The Nemedian Chronicles record that while the revolt raged on the Aquilonian plain, civil war flared up along the Pictish frontier between the partisans of Conan and those of Numedides. The Picts saw this as their opportunity to push the hated Hyborians entirely out of the Westermarck, the region that lay between the Black and Thunder rivers. Gault, son of Hagar, sneaked beyond that border to spy for the forces loyal to Conan.

WIZARDRY WEST OF THE WESTERMARCK

From hiding, Gault beheld a tribal ceremony presided over by Teyanoga, the old Pictish shaman who had burned alive a friend of Gault’s. Hagar’s son gleaned that the Hawk, Turtle, and Wildcat tribes were uniting to cut the throats of all Aquilonians. Just before he fled for his life, Gault saw there was a Hyborian among the Picts... a man as painted and near-naked as they!

A TRAITOR IN SCHOHIRA

In a fort in the Westermarck province of Schohira, Gault saw again the white man he had spied among the Picts and

exposed him. He was Valerian, a landed lord who was a secret ally of Numedides. He had plotted to betray Schohira, which supported Conan, to the Picts. Valerian was locked up, but he escaped. Hakon, the fort’s commander, took Gault and a dozen men and followed the traitor. In skirmishes with the Picts, all were slain except Gault and Hakon.

GHASTLY DOINGS IN GHOST SWAMP

The two men trailed the turncoat lord across the border to a camp near Ghost Swamp, where the Pict chiefs had gone to seek council from an ancient shaman. Paid off by Valerian, the corrupt wizard gave them a ghastly magic to use against the Hyborians. Springing to action, Gault and Hakon slew both the shaman and Valerian. They even found a way to turn the shaman’s magic against the Picts, so that they were routed and Teyanoga was slain.



HORRORS OF THE GHOST SWAMP
Monsters as well as men served the ambitious Pictish shamans. But warriors like Gault often seemed to have eyes in the back of their heads, and they used their axes accordingly.

BETTER LEFT UNSEEN
While surveilling the Hawk clan, Gault beheld an unholy rite in which an ancient shaman exchanged the souls of a man and a serpent.

A PICTISH WARDRUM, IN THE HANDS OF THOSE WILD, PAINTED SAVAGES WHO HAUNT THE WILDERNESS BEYOND THE BORDER OF THE WESTERMARCK!



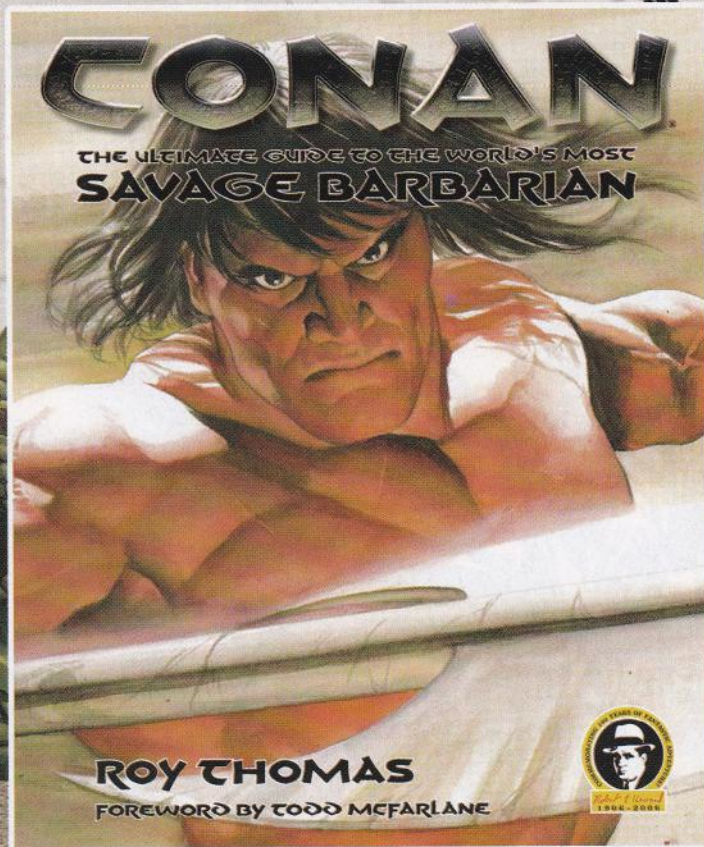
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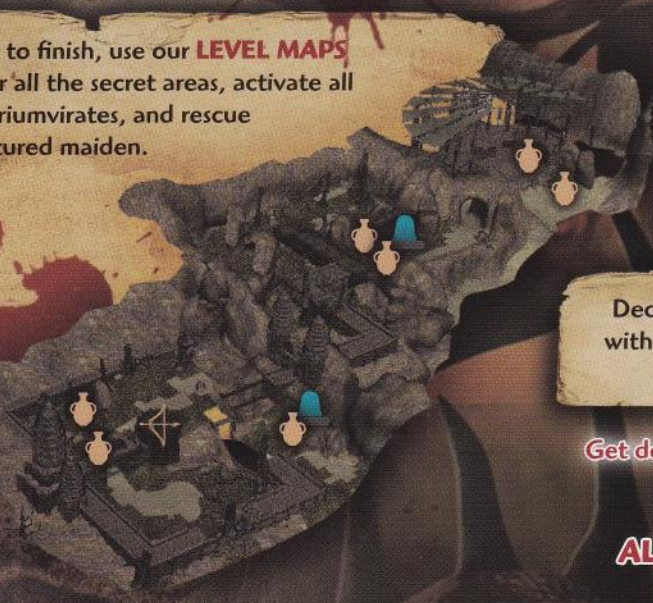
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